



THE ARTIFICER



JOHNNY TEK

WRITTEN BY JOHNNY TEK

DESIGN BLOG

https://www.facebook.com/Johnnys-Tabletop-RPG-Design-Blog-1697026710539149/?ref=aymt_homepage_panel



Legal Documentation

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.

Cover photo is modified from sample attributed to Loial Otter on flickr.com, used under Creative Commons 2.0 Generic - Attribution. CC BY 2.0 <https://www.flickr.com/photos/35079383@N06/>

Table of Contents page image is modified from sample attributed to Lau Svensson on flickr.com, used under Creative Commons 2.0 Generic - Attribution. CC BY 2.0 <https://www.flickr.com/photos/lausvensson>

Section 1 title page image is modified from sample attributed to Tehsigo Eternamente (J Mondragon) on flickr.com, used under Creative Commons 2.0 Generic - Attribution. CC BY 2.0 <https://www.flickr.com/photos/tehsfoto>

Section 2 title page image is modified from sample attributed to Dimitris Kamaras on flickr.com, used under Creative Commons 2.0 Generic - Attribution. CC BY 2.0 <https://www.flickr.com/photos/127226743@N02/>

Section 4 title page image is modified from sample attributed to Linus Bohman on flickr.com, used under Creative Commons 2.0 Generic - Attribution. CC BY 2.0 <https://www.flickr.com/photos/bohman>

Section 5 title page image is modified from sample attributed to Leonardo Da Vinci, in public domain. <http://www.leonardoda-vinci.org/Flying-Machine.html>

Section 6, page 48 image is modified from sample attributed to Brenda Clarke on flickr.com, used under Creative Commons 2.0 Generic - Attribution. CC BY 2.0 <https://www.flickr.com/photos/37753256@N08/>

All other original material in this work is copyright [2016] by Johnny Tek and published under the Community Content Agreement for Dungeon Masters Guild. This includes the modifications made to art and photos used for this work.

<https://creativecommons.org/licenses/by/2.0/>



THE ARTIFICER



TABLE OF CONTENTS

p.3	SECTION 1: Class Information
p.13	SECTION 2: Feats
p.16	SECTION 3: Rune Golems
p.23	SECTION 4: Magic Spells
p.37	SECTION 5: Artificer Gadgets
p.40	SECTION 6: Equipment
p.46	AFTERWORD

CLASS INFORMATION



As the the clicking sounds of cogs and wheels turning echo throughout the chamber, a soot-covered gnome in a tattered jumpsuit holds out her open hand. Another hand of copper-metal and silvered joints reaches down to clasp gently around the gnome's tiny fingers. As the gnome looks up, her lips shift slightly into a grin, and she whispers a soft giggle.

A burly dragonborn in aging leather armor peeks around the corner. At the end of the next corridor await a pair of well-armed goliaths standing at guard. The dragonborn waves his hand over an open flask of blood red liquid and grips it tightly, all the while speaking words of power; the opening of the flask begins to emit a crimson flame. The dragonborn crosses around to face the goliaths, screaming violent curses at them. With a swift movement, the dragonborn tosses the flask into the corridor, then ducks for cover.

A tall human runs through a dark alleyway, her feet creating splashes as they cross small puddles on the ground. Behind her, a dozen shadowy figures in cloaks follow in chase, their razor-edged daggers held ready to eviscerate the prey in front of them. The human turns suddenly, and draws forth a pair of rune pistols; the glyphs inscribed along the guns' barrels glow with a pale blue luminescence as the pistols unleash rapid bursts of thunder and bright flashes of light.

Artificers are the quintessential crafters and engineers of wonders in a world of magic. They channel arcane forces into their works, conjuring impossible dreams of creation into reality. The future of the world may be greatly affected by advancements of artificer design.

SECRETS OF INFUSION

During their training, artificers learn how to read the flow of magic throughout the fabric of existence. They give great study to the flow of magical energy, which they can direct and shape to produce grand works of supernatural splendor. They are thus able to infuse magic into various objects; they can enhance the natural properties of infused items as well as bestow additional abilities upon them. The focus of the artificers' work revolves around the crafting of tools and implements that are useful in everyday life as well as in battle.

There are many different applications for the artificer's art. The most skilled artificers are capable of crafting extraordinary means of societal convenience such as nigh indestructible support beams for building construction, or magical workman's tools that enchant the very materials they are used upon, or even automated vehicles for travel. The artificers are also renowned for the crafting of weapons that elevate the stakes of war with their incredible potential for offensive capability. Weapons of power are the most highly

guarded secrets of the artificer's tradition, for their existence can become the lynchpins of a kingdom's salvation, or its destruction.

MASTERWORK ASPIRATIONS

The most ambitious artificers voraciously seek out new spells and crafting techniques in the pursuit of their studies. With every piece of information and insight they can gather, these seekers reach that much closer to the levels of the greatest masters in the field. It is a popular dream of these magical crafters to produce masterpieces of such quality and complexity that the creators are immortalized in legend as workers of miracles. Such a dream urges many artificers to take up lives of exploration, venturing forth into dangerous places in search of new concepts and innovations.

Diligent artificers make steady practice with their growing skills. An adventuring party that counts an artificer among its ranks will witness the frequent daily tinkering of objects over the course of their journeys together. This hard work will often bear fruit by helping the party overcome difficult obstacles; victories can be won through feats of ingenuity made possible by the artificer's inventions.

CREATING AN ARTIFICER

The goals that an artificer sets for an adventuring career often tie into the sorts of inventions that will be created by the artificer as time progresses. What sort of wondrous artifacts do you want to build as you make your way? What kind of effect do you want your designs to have on the world around you? There are many ways to seek out innovation and many ways to express the creativity of a wonder maker like the artificer.

The creation of magical objects is a tangible path to power, and there are many reasons why artificers take their first steps on that path. Perhaps there is a terrible monster that can only be slain with a legendary weapon that was destroyed, and the artificer must learn how to recreate that weapon to bring an end to the threat. Perhaps the artificer wishes to explore a faraway destination, and must build a great flying ship to travel there. The artificer might be following in the footsteps of a teacher or personal hero, or preparing to compete for a valuable prize. There is also the social standing of an artificer to consider; when an artificer contributes well to a society, with inventions that are useful to the public, that society is likely to elevate the wealth and prestige of its benefactor. It takes great knowledge and resources to reach lofty heights as an artificer. The life of an adventurer is a good way for you to find what you need to bring your wildest ideas to life.

The Artificer													
Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	Spell Slots per Spell Level								
					1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spellcasting, Magical Infusion	2	4*	2	-	-	-	-	-	-	-	-
2nd	+2	Gadget Builder (5 points)	2	5	3	-	-	-	-	-	-	-	-
3rd	+2	Artificer Vocation	2	6	4	2	-	-	-	-	-	-	-
4th	+2	Ability Score Improvement	3	7	4	3	-	-	-	-	-	-	-
5th	+3	Gadget Builder (8 points)	3	8	4	3	2	-	-	-	-	-	-
6th	+3	Artificer Vocation feature	3	9	4	3	3	-	-	-	-	-	-
7th	+3	-	3	10	4	3	3	1	-	-	-	-	-
8th	+3	Ability Score Improvement	3	11	4	3	3	2	-	-	-	-	-
9th	+4	Gadget Builder (10 points)	3	12	4	3	3	3	1	-	-	-	-
10th	+4	Artificer Vocation feature	4	14	4	3	3	3	2	-	-	-	-
11th	+4	-	4	15	4	3	3	3	2	1	-	-	-
12th	+4	Ability Score Improvement	4	15	4	3	3	3	2	1	-	-	-
13th	+5	Gadget Builder (12 points)	4	16	4	3	3	3	2	1	1	-	-
14th	+5	Artificer Vocation feature	4	18	4	3	3	3	2	1	1	-	-
15th	+5	-	4	19	4	3	3	3	2	1	1	1	-
16th	+5	Ability Score Improvement	4	19	4	3	3	3	2	1	1	1	-
17th	+6	-	4	20	4	3	3	3	2	1	1	1	1
18th	+6	Artificer Vocation feature	4	22	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	4	22	4	3	3	3	3	2	1	1	1
20th	+6	Genius Innovation	4	22	4	3	3	3	3	2	2	1	1
*At least one 1st level spell must have a range of touch.													

QUICK BUILD

You can make an artificer quickly by following these suggestions. First, make Intelligence your highest ability score, followed by Strength or Dexterity. Second, choose the guild artisan background.

MULTICLASSING

Multiclassing Prerequisites: To qualify for advancing in multiclass levels of artificer, you must have an Intelligence score of 13 or higher (Player’s Handbook, chapter 6)

Multiclassing Proficiencies: When you gain a level of artificer, you become proficient with light armor, alchemist’s supplies, smith’s tools, and tinker’s tools.

Multiclass Spellcaster: Each level of artificer is treated as 1 level of multiclass spellcaster for the purpose of determining available spell slots (Player’s Handbook, chapter 6).

CLASS FEATURES

As an artificer, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per artificer level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per artificer level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons, hand crossbows, light crossbows, heavy crossbows

Tools: Alchemist's supplies, smith's tools, tinker's tools

Saving Throws: Constitution, Intelligence

Skills: Choose two from Arcana, History, Endurance, Medicine, Nature, Perception, and Religion.

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) A light crossbow and 20 bolts, or (b) any simple weapon
- (a) A set of alchemist's supplies, or (b) a set of smith's tools
- (a) An explorer's pack, or (b) a scholar's pack
- Light armor and a set of tinker's tools

STARTING GOLD

An artificer starts with 5d4 x 10 gp.

SPELLCASTING

You grip the flow of arcane forces within all things with your willful control, and give shape to them through your art. New creations are born by the artistry of your magic. See chapter 10 of the Player's Handbook for general rules of spellcasting.

See Section 4: Magic Spells for the artificer spell list (the list of spells that the artificer can learn).

CANTRIPS

You know two cantrips of your choice from the artificer spell list. You learn additional artificer cantrips of your choice at later levels, as shown in the Cantrips Known column of the Artificer table.

SPELL SLOTS

The Artificer table shows how many spell slots you have to cast your spells of 1st level or higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *cure wounds* and have a 1st-level and a 2nd-level spell slot available, you can cast *cure wounds* using either slot.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know four 1st-level spells of your choice from the artificer spell list. At least one of the spells must have a range of touch.

The Spells Known column of the Artificer table shows when you learn more artificer spells of your choice. Each of these spells must be of a level for which you have spell slots, as shown on the table. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the artificer spells you know and replace it with another spell from the artificer spell list, which also must be of a level for which you have spell slots.

RITUAL CASTING

You can cast any artificer spell you know as a ritual if that spell has the ritual tag.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your artificer spells. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for an artificer spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

MAGICAL INFUSION

At 1st level, you've learned to create temporary infusions by channeling and containing magical energies inside objects. Infusions can be performed on both magical and non-magical objects. You can take a bonus action to cast a level 1 or higher touch spell that normally has a casting time of a bonus action or an action, and transfer the effect of the spell into a weapon, a piece of ammunition, or a potion within touch range. The touch spell's effect is applied to a creature upon hitting it with a ranged weapon attack (using the infused weapon or ammunition), or upon the creature drinking or being splashed by the potion (20-foot range, ranged weapon attack, improvised weapon). The infusion lasts until the end of your next turn or until the spell is activated, whichever comes first.

When an infused weapon or ammunition hits its target, it is considered a magical weapon or ammunition for the purpose of overcoming resistance and immunity if normally non-magical.

Section 6: Equipment has a selection of common potions that artificers might use for potion infusions.



GADGET BUILDER

At 2nd level, you are able to craft machines and tools using parts and pieces marked with special magical glyphs that are attuned to you. You gain a Gadget Bag, which is worn on your body in one or more places (this could take many different forms, such as physical pouches or magical glyphs inscribed on your body that make parts appear on contact). You can take an action to pull magically inscribed Gadget parts from your Gadget Bag and spend Gadget points to construct a Gadget. Gadget points represent the number of Gadget parts that you can have active at any given time. You can dismiss a Gadget as a bonus action, causing the Gadget to fall apart. You can take a bonus action to return the parts to your Gadget Bag and refund the Gadget points you spent to build the Gadget.

You can craft any Gadget whose cost is less than the remaining unspent Gadget points you currently have left. Unless otherwise stated in the Gadget's description, the Gadgets remain until dismissed or until they are taken more than 100 feet from the artificer.

If your active Gadget parts are lost or destroyed somehow, you are immediately refunded the spent Gadget points if possible (you transfer your magical control to spare parts in your Gadget Bag).

The Gadget Bag itself counts as 5 lb. towards your carrying capacity limit, and it contains a maximum of 10 Gadget points worth of spare parts. If the Bag itself is not in your possession, you lose all of your unspent Gadget points (you regain the points when the Bag is restored or returned to you).

You can craft 1 point of Gadget parts per hour to replace lost Gadget points. This requires a set of tinker's tools.

At 2nd level, you have a maximum of 5 Gadget points to spend. At 5th level, your maximum Gadget point value increases to 8, at 9th level it increases to 10, and at 13th level it increases to 12.

See Section 5: Artificer Gadgets for more details on the Gadgets you can build and their Gadget point costs.

ARTIFICER VOCATION

At 3rd level, you begin specialization in a field of expertise within the artificer's domain. You acquire advanced knowledge in a vocation of your choice: the Battleforge Smith, the Eldritch Alchemist, the Magic Gunslinger, or the Runic Golemaner, all detailed at the end of this section. Your choice grants you features at 3rd level, and again at 6th, 10th, 14th, and 18th levels.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

GENIUS INNOVATION

At 20th level, thanks to your realization of more efficient methods of Gadget construction, all Gadget build costs higher than 1 are reduced by 1.

ARTIFICER VOCATIONS

The wide range of magical craftsmanship applications gives birth to well-defined distinctions between different types of artificers as they advance in skill. The artificers of any era will possess special techniques that set them apart from one another, and craft various implements to aid them in their specialization. These differences can vary wildly despite their obvious similarities.

BATTLEFORGE SMITH

The battleforge smiths are experts of armor crafting. The quality of a suit of armor makes the difference in many battles, so the maker of the armor has the lives of combatants in his hands even before a war begins. With the magic that they wield, battleforge smiths can produce the finest suits of armor that not only protect their wearers but also serve as formidable weapons of war. Every battleforge smith will eventually begin work on his own designs for personal suits of armor, specially attuned to the magical energies that he wields. Over the course of his career, the battleforge smith will make improvements to the armors' magic to such a degree that he feels virtually invincible inside of it.

Battleforge smiths are in demand practically everywhere in the civilized world. Their designs and craftwork for protective wear are coveted by soldiers and adventurers alike. When a battleforge smith's personal armor has been enhanced strongly, they are often called upon to serve as armored defenders in times of war.

ARMOR PROFICIENCY

At 3rd level, you gain proficiency with medium and heavy armors.

RUNE ARMOR

At 3rd level, you can enhance a suit of non-magical medium or heavy armor by applying special glyphs to it, turning it into "rune armor". While you are wearing the rune armor, you gain a +1 bonus to AC, stacking with whatever bonus the armor may already grant. With this feature, the rune armor is treated as magic armor for the purpose of interaction with effects. In addition, 1 + your Intelligence modifier (minimum 1) times per day, you can take a bonus action to gain resistance to your choice of any one of the following damage types (chosen when activating this ability): acid, cold, fire, force,

lightning, necrotic, radiant, or thunder.. The effect lasts until the end of your next turn. Only you can use the benefits of the rune armor feature. Only one rune armor treated by you with this class feature can be active at any given time. To gain the benefits of the armor, you must attune to it as a magic item.

It takes three days to enhance a different suit of armor with your Rune Armor feature. This requires a set of smith's tools.



SUIT UPGRADE

At 6th, 10th, 14th, and 18th levels, you add another effect to your Rune Armor feature, chosen from the following list. Each effect can only be added once unless otherwise stated on the effect description.

Alacrity: Your rune armor adds 10 feet to your movement speed, and gives you Advantage on Strength (Athletics) checks made to jump.

Counter Surge: Choose any one of the following damage types: acid, cold, fire, force, lightning, necrotic, radiant, or thunder. If you receive a hit from a melee weapon attack, the rune armor deals 1d4 damage of the chosen type to the attacker. This effect can be taken more than once for the Suit Upgrade feature.

Enduring Resistance: Choose any two of the following damage types: acid, cold, fire, force, lightning, necrotic, radiant, or thunder. Your rune armor passively applies these resistances. This effect can be taken more than once for the Suit Upgrade feature.

Fortification: When you activate your rune armor's ability to gain resistance, all critical hits made against you become normal hits until the end of your next turn. In addition, you can take a reaction to activate your rune armor's ability to gain resistance when a critical hit is scored against you.

Stabilization: Your rune armor gives you Advantage on Dexterity (Acrobatics) checks made to balance, and saving throws made against forced movement. While in your rune armor, you lose only 5 feet from movement speed when you stand up from a prone position.

Stealth: Your rune armor removes any Disadvantage you would normally have to Stealth checks due to wearing certain types of medium or heavy armor.

Teleportation: Once per hour, your rune armor allows you spend 20 feet of movement to teleport up to 5 feet times your Intelligence modifier (minimum 10 feet). You can take up to 100 lb. times your spellcaster level with you.

Vitality: When you activate your rune armor's ability to gain resistance, you regain hit points equal to your level + your Intelligence modifier and gain Advantage on saving throws against poisons until the end of your next turn.

War Chest: Your rune armor has been magically altered to store up to 1 + your Intelligence modifier (minimum 1) wieldable weapons or other objects weighing no more than 10 lb. each. The items are stored in a pocket dimension space that can be accessed by your rune armor's magic. You can summon or return these items as a bonus action, having them appear or disappear in your hands. At least one hand must be free to use this ability. This effect can be taken more than once for the Suit Upgrade feature, adding more to the maximum number of stored items.



ELDRITCH ALCHEMIST

The eldritch alchemists commit themselves to mastering the control of the flow of magical energy within objects. They learn to create stronger containments for their infusions, and alter the very nature of the magic within. The most powerful eldritch alchemists can produce explosions that deliver terrible injury upon groups of foes in battle.

In advanced societies, Eldritch alchemists are often hired for construction and demolition projects due to their focus on the study of materials; their magic can be used in combination with their alchemical knowledge even when not directly used for the work. The adventuring eldritch alchemist will typically have various chemicals and raw ingredients on hand in case of situations that call for the creative use of alchemy.

ALCHEMICAL TRAINING

At 3rd level, you learn to recognize alchemical ingredients and how to mix them together for your potions. You gain proficiency in the Nature skill and with an herbalism kit.

PERSISTENT ELIXIR

At 3rd level, you've learned to make your potion infusions last longer by applying your magical glyphs on their containers to seal the magic within. You can spend Gadget points during a rest to create potion infusions that have a permanent duration (until used). You must spend a number of Gadget points equal to the level of the spell slot used for the spell. If the potion infusion is taken more than 100 feet away from you or somehow destroyed, the infusion is dismissed and you are refunded the Gadget point you spent (refunded from your spare parts). This also requires that you have a set of alchemist's supplies.

EXPLOSIVE ADMIXTURE

At 6th level, you learn to make your potion infusions into volatile concoctions. When you make a potion infusion, you can spend an additional spell slot of half the level (or higher) of the spell slot spent to cast the spell; this will make the infusion become explosive. The infusion, when thrown, will target all creatures within 5 feet of a space where you throw it, requiring each target to make a Reflex saving throw (using your spell save DC) to avoid getting hit. You can not combine your Persistent Elixir feature with this effect.



At 10th level, you can choose to increase the radius of the explosion by another 5 feet (radius of 10 feet) if you make it explosive using an additional spell slot of equal level or higher instead of half or higher. At 18th level, your explosive infusions deal half damage on a failed save.

ALTERED ELEMENTS

At 14th level, when you craft a potion infusion you can change one of the damage types dealt by the infusion (if any) to one of the following types of your choice (chosen while casting the spell): acid, cold, fire, force, lightning, necrotic, radiant, or thunder (if a creature has resistance or immunity against one of the types when damaged but not the other type, it takes the normal damage rolled).

MAGIC GUNSLINGER

The magic gunslingers are the desperadoes and militants of the artificer world. They use their artificer skills primarily to enhance their combat capabilities. These artificers are experts at delivering touch spells via crossbows and firearms; they've developed spells and Gadgets that assist in their enchanted ranged battles.

Magic gunslingers are typically enlisted in military or law enforcement, or make their living as mercenaries. There are some that abuse their combative artificer skills to commit crimes, and sometimes this results in a showdown between magic gunslingers on opposing sides of the law.

FIREARM PROFICIENCY

At 3rd level, you gain proficiency with all firearms. See Section 6: Equipment (Weapons) for information on firearm weapons.

SNIPER TRAINING

At 6th level, you gain one of the following feats of your choice: Gun Expert (see Section 2: Feats), Keen Mind, Mobile, Observant, or Sharpshooter.

MARKSMAN'S HOSPITALITY

You've learned how to enchant your shots to dissipate harmlessly upon impact.

At 10th level, when you use the Magical Infusion feature to infuse a piece of ammunition, you can add the following effect: the next attack made with the infused ammunition deals no damage on a hit, delivering only the spell. For example, you could infuse the weapon or ammunition with *cure wounds*, then aim at an ally to deliver magical healing at a long distance. This feature's effect lasts until the end of your next turn or until the effect is activated, whichever comes first.

ELEMENTAL AMMO

At 14th level, you can add an extra type to your damage whenever you make a ranged weapon attack. The extra damage type is one of the following types of your choice (chosen when you declare the attack): acid, cold, fire, force, lightning, necrotic, radiant, or thunder. For example, if you made an attack with a pistol, and chose fire for the damage, the damage dealt would be treated as both piercing and fire damage (if a creature has resistance or immunity against one of the types when damaged but not the other type, it takes the normal damage rolled).

HYPERVELOCITY SHOT

At 18th level, you can enhance a piece of ammunition to travel at incredible speeds. You can take a bonus action, spending a 7th level, 8th level, or 9th level spell slot, to deal extra weapon damage with the enhanced ammunition on the next ranged weapon attack that you make with it. The extra damage is equal to 1d8 times the level of the spell slot spent. In addition, the target must make a Constitution saving throw (using your spell save DC). On a failed save, the target is pushed away

from you by 15 feet and grants Advantage to the next attack made against it until the start of your next turn.

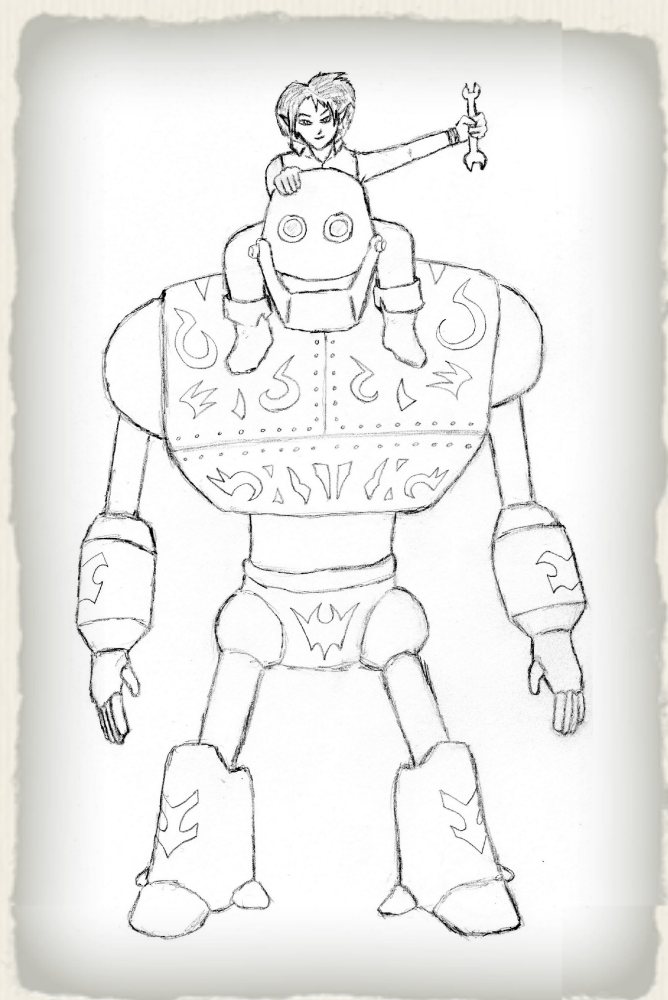
The attack must be made before the turn ends or the enhancement is wasted.

When you make an attack with the enhanced ammunition, it is treated as a magic weapon for the purpose of interacting with resistance, vulnerability, and immunity.

RUNIC GOLEMANCER

A spark of life is a mysterious thing. One small twitch of fate and it's gone just as quickly as it appeared. If left to its own, the spark might just vanish, but if nurtured and cared for, the tiniest mote of flame can grow into a titanic inferno of possibilities. Pursuing these possibilities is the call of the runic golemancer.

The runic golemancer explores the very foundations of life by building an autonomous construct that serves as servant, companion, and defender. The artificer inscribes a meticulously devised series of runes and glyphs upon an artificial body; the inscriptions provide a medium through which the artificer can channel her magic, and enable a fledgling soul to coalesce in the heart of the construct.



RUNE GOLEM

At 3rd level, you craft a rune golem. It obeys your orders and defends you in battle. You can assemble a rune golem of your own design in Section 3: Rune Golems. You gain the rune golem of the chosen design as a permanent ally companion. You can only have one rune golem at any given time.

The rune golem moves and takes actions on your turn, based on the commands that you give it. You can only give commands to the golem if it can hear you. The rune golem will also take reactions to make opportunity attacks against enemies if provoked. When you fall unconscious or otherwise become unable to take actions, the rune golem becomes “independent”, and you (the player, not the PC) control the rune golem as if you were the rune golem. The rune golem is aware of your current condition and general location as long as you remain within the same plane of existence.

You can take a bonus action or an action to give the following commands to the rune golem.

Chase (Mode): The rune golem will move towards a target creature or object of your choice (within line of sight) if it is not already within 5 feet. The rune golem will end its movement within 5 feet of the target if possible. This behavior will persist until you give a different mode command.

Defend (Mode): The rune golem will move towards a target creature or object of your choice (within line of sight), ending its movement within 5 feet of the target if possible. After reaching its destination, the rune golem will move only to get within attacking range of an enemy that is adjacent to the target, or to get between the enemy and the target. This behavior will persist until you give a different mode command.

Follow (Mode): The rune golem will move when you move, ending its movement within 5 feet of you if possible. If you Dash, Hide, or Disengage, the rune golem will also Dash, Hide, or Disengage. This behavior will persist until you give a different mode command.

Stay (Mode): The rune golem will remain in its current space when you move, unless your hit points become 0 or less, at which point it will immediately move and act to assist you. This behavior will persist until you give a different mode command.

Drop: The rune golem will fall prone (see Player’s Handbook Appendix A: Conditions).

Rise: The rune golem will stand up from being prone.

You can take an action to give the following commands to the rune golem.

Attack: The rune golem will make an attack against one target of your choice within range, using the attack type of your choice from available options.

Dodge: The rune golem will perform the Dodge action (see Player’s Handbook: Chapter 9).

Help: The rune golem will perform the Help action (see Player’s Handbook: Chapter 9).

Search: The rune golem will perform the Search action (see Player’s Handbook: Chapter 9) in the location of your choice.

Use an Object: If possible, the rune golem will perform the Use an Object action (see Player’s Handbook: Chapter 9) with an object of your choice.

During a long rest, you can repair all damage to your rune golem, restoring its hit points to the maximum value. This requires a set of smith’s tools and a set of tinker’s tools. You can also change your rune golem’s body part during this time. If the rune golem is destroyed, then you can build a new one with a week of labor (requires a set of smith’s tools and a set of tinker’s tools) For more information on rune golems, see Section 3: Rune Golems.

BODY MODIFICATION

At 6th level, your rune golem is able to use Body Mods, special attachments for its body that enhance its capabilities. During a long rest, choose a Body Mod(s) from the list given in Section 3: Rune Golems; the chosen Body Mod(s) may be attached to your rune golem. You can change the attached Body Mod(s) during another long rest. This requires a set of smith’s tools and a set of tinker’s tools.

At 10th level, and again at 14th level and 18th level, your rune golem can have one additional Body Mod attached to it (to a maximum of four Body Mods at 18th level). Each associated body part can only use one Body Mod at any given time.

FEATS



BOND OF ATTRITION

Prerequisite: rune golem class feature

You can take a bonus action to adjust the magical connection that you have with your rune golem. The adjustment produces the following effects:

- Your rune golem will take half the damage that you take until one of you have your hit points reduced to 0 or less.
- You will take half the damage that your rune golem takes until one of you have your hit points reduced to 0 or less.
- When one of you regains hit points, the other regains the same number of hit points.

COCKTAIL INFUSION

Prerequisite: the ability to craft magical infusions

When you craft an infusion that deals acid, cold, fire, force, lightning, necrotic, radiant, or thunder damage, you can add one of the other mentioned types (chosen whenever you create a qualifying infusion). This does not increase the amount of damage. If a creature has resistance or immunity against one of the types when damaged but not the other type, it takes the normal damage rolled.

COOPERATIVE INFUSION

Prerequisite: the ability to craft magical infusions, the ability to make permanent infusions

You can cooperate with another arcane spellcaster when you craft a permanent infusion. The other spellcaster casts the spell for the infusion instead of you in this case. You can only craft the infusion if your current spellcaster level is high enough to cast the spell used if you were casting it.

CRIPPLING SNIPE

You've trained yourself to attack your enemies' mobility with precise aiming.

- Increase your Dexterity score by 1, to a maximum of 20.
- When you score a critical hit against a creature with a ranged weapon attack, instead of rolling extra damage dice, you can force the target to make a Constitution saving throw (DC = 8 + your proficiency bonus + your Dexterity modifier).

On a failed save, the target falls prone and its speed becomes 0 for its next turn.

- Your ranged weapon attacks have Advantage against prone creatures. If you score a critical hit against a prone creature, its speed becomes 0 for its next turn.

DECEPTIVE HERDING

When you make a ranged weapon or ranged spell attack against a creature, you can purposely miss (instead of rolling to hit); the target must then make a Wisdom saving throw (using a DC equal to 8 + your proficiency bonus + your Intelligence modifier). On a failed save, the creature moves into an adjacent unoccupied space of your choice and all attacks against it have Advantage until the end of your next turn. The space can not be a space that is noticeably dangerous.

ENHANCING INFUSION

Prerequisite: the ability to craft magical infusions

When you infuse a weapon or piece of ammunition with a spell of 3rd level or lower, it gains a +1 bonus to attack and damage rolls while the infusion lasts. If the spell is 4th level to 6th level, the bonus becomes +2. If the spell is 7th level to 9th level, the bonus becomes +3.

FEINT AND RIPOSTE

You've trained in methods of leading and predicting your opponents' movements to target weaknesses that you can exploit.

You can add your Intelligence modifier instead of the normal modifier to your melee weapon attack rolls.

FIREARM EXPERT

Practice with firearms has made you an expert in their usage. You gain the following benefits:

- When you load the ammunition on a cartridge loading firearms with which you are proficient, it no longer requires a bonus action. When you replace the cartridge on a cartridge loading firearms with which you are proficient, it requires a bonus action instead of an action.
- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.

- When you use the Attack action and attack with a one-handed weapon, you can use a bonus action to attack with a loaded hand firearm you are wielding.

FLOW CONTROL

Prerequisite: spellcaster level 7th or higher

Well-trained affinity with the flow of magic has given you the following benefits:

- You can remove attunement to a magic item from a creature (including yourself) with 1 minute of concentration and uninterrupted contact. This includes cursed items. If target creature (or magic item if intelligent) is unwilling, it can make a Wisdom saving throw (using your spell save DC) to resist. On a successful save, you take 2d6 points of psychic damage and must wait at least 24 hours before making another attempt.
- You can use *identify* three times per period between long rests as a spell-like ability.
- You can use *detect magic* at will as a spell-like ability, but with a limited range of 5 feet.

INFUSION BRUTE

Prerequisite: the ability to craft magical infusions, rune armor class feature

You've learned to make your rune armor generate forces that propel you into enemies, like a powerful ram.

- Increase your Constitution score by 1, to a maximum of 20.
- You can use magical infusion on your rune armor. When you infuse your armor (while you're in it), you gain a body slam attack. You can use your Intelligence modifier for the attack roll instead of Strength.

Body Slam: Melee weapon attack, reach 5 feet, *Hit:* 1d8 + Intelligence modifier bludgeoning damage, and the target must make a Constitution saving throw (using your spell save DC). On a failed save, the target is pushed 10 feet away from you, and you move into the target's previous space.

MEDICAL INFUSION

Prerequisite: the ability to craft magical infusions

When you craft an infusion that makes the affected creature regain hit points, the infusion heals an additional 1d6 hit points. In addition, you can apply one of the following effects.

- The infusion grants the affected target resistance to poison damage and grants the target Advantage on Constitution saving throws for 1 minute.
- The infusion removes one non-magical disease currently afflicting the affected target.

REMOTE INFUSION

Prerequisite: rune golem class feature

You are able to cast a touch spell and then have your rune golem deliver the spell's effect with a melee weapon attack or ranged weapon attack. The rune golem's attack is treated as part of the action you used to cast the spell. The rune golem must be within 30 feet of you to use this feature.

SCORPION SHOT

Prerequisite: Crossbow Expert feat or Firearm Expert feat

Sword as claw, gun as stinger. A combination of melee swings and blank range shooting allows you to strike like a scorpion when you slow your enemy for just an instant.

- Increase your Dexterity score by 1, to a maximum of 20.
- The following applies if you are currently wielding a melee weapon in one hand and a hand crossbow or hand firearm in the other. When you successfully hit a creature with a melee weapon attack, you gain Advantage on your next attack roll if you immediately follow the hit with a ranged weapon attack against the same target.

TEACHER'S PET

Prerequisite: rune golem class feature

- Increase both your Intelligence score and your rune golem's Intelligence score by 1, to a maximum of 20.
- Your rune golem gains proficiency in two skills, two tool sets, or one skill and one tool set that you are already proficient in.

RUNE GOLEMS



RUNIC AWAKENING

The first stage of the construction process was simple. You selected various parts and pieces to give shape to the body, some for practical purposes, others to match your aesthetic preferences. Then you applied the magical glyphs and runes for the ritual, placed in exact locations on the interior and exterior structure; these inscriptions would serve as the framework for the flow of magical energy needed to house and nurture a new soul.

After initial preparations were complete, you picked up and carried over the most important component: a magical core that would serve as the “heart” of your newest creation. Holding the core over the opened torso of your construct, you began the ritual.

Words of power poured from your lips like a powerful stream of water, flooding your surroundings with their arcane force. You could see crackles of lightning in the air and feel a torrent of wind swirl around you. A dull aching bloomed in your chest, and it steadily intensified to torturous proportions; the life force within you was being sucked out into the core so tightly gripped in your hands. As you spoke the final syllables of your incantation, you lowered the core downwards into the open heart chamber, and set it into the locking mechanism that would hold it in place. The wind and lightning faded, and you closed the hatch over the now-filled heart chamber.

The crystal eyes of the construct gradually brightened with a soft phantom glow, and it slowly raised its hand over its head, as if to grasp a sense of its own appendage. The construct sat up from the table it was lying upon, and looked around the room. After a long silence, it turned towards you and spoke:

“Hello.”

LIVING AUTOMATONS

Rune golems are living machine dolls with sentience and intelligence. Every golem’s body is crafted by a single artificer who then offers up a portion of her own life force in a magic ritual that brings the golem to life. This shared life force creates a mystical bond between the newly born creature and its creator, and a small portion of the artificer’s memories are also shared. The rune golem is born intelligent, fluent in the same languages as the artificer, and unshakably loyal (though in some rare cases disobedient since they are capable of making decisions on their own). These living constructs follow, serve, and defend their masters wherever their travels take them.

RUNE GOLEM FEATURES

Medium Construct

Weight: 400-800 lb.

Alignment: The rune golem’s alignment matches your alignment.

AC: 15 (natural armor) + Dexterity modifier

Hit Points: 20 + 4 times your character level

Proficiency Bonus: Same as your character’s bonus

Damage Immunities: poison

Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 60 ft.

- The rune golem does not need to eat, breathe, or sleep.
- The rune golem can not be afflicted with a disease unless that disease can also affect constructs.
- The rune golem does not take actions (other than reactions) outside of your commands unless you fall unconscious or otherwise become unable to take any actions.
- The rune golem does not recover hit points naturally. You must repair it during a short rest or use magic. You can repair it completely during a short or long rest, if you have a set of smith’s tools and a set of tinker’s tools. Healing magic will work normally on the rune golem, due to the nature of its magic.
- If the rune golem enters a dead magic zone or area of anti-magic, it will still function normally but any spell-like abilities it might have are suppressed, and infusions it might carry are dismissed.
- The rune golem can not attune to magic items, since its own magical mechanisms would interfere with the magic item’s.

To create a rune golem for your character, follow the following instructions.

1. Choose a Core Type.
2. Choose a Body Type.
3. Choose your Add-Ons (if starting as a 6th level or higher artificer).
4. Give the rune golem a name.

CORE TYPE

The core of a rune golem is its primary source of life and magical energy. It also houses the rune golem's soul, which is typically that of a young elemental spirit freshly born from another plane of existence.

The spell-like abilities and spells cast by the rune golem use your spell attack modifier and spell save DC, and spend your spell slots.

*The spells marked with an asterisk can be found in the free *Elemental Evil Player's Companion*.

http://media.wizards.com/2015/downloads/dnd/EE_PlayersCompanion.pdf

AIR

- The rune golem gains resistance to lightning and thunder damage.
- The rune golem can use *gust** at will as a spell-like ability.
- The rune golem can cast *gust of wind*.

EARTH

- The rune golem gains resistance to force and thunder damage.
- The rune golem can use *mold earth** at will as a spell-like ability.
- The rune golem can cast *earth tremor**.

FIRE

- The rune golem gains resistance to fire and lightning damage.
- The rune golem can use *control flames** at will as a spell-like ability.
- The rune golem can cast *burning hands*. If the rune golem doesn't have hands, the flames shoot out from its mouth instead.

WATER

- The rune golem gains resistance to acid and cold damage.
- The rune golem can use *shape water** at will as a spell-like ability.
- The rune golem can cast *create or destroy water*.

BODY TYPE

HUMANOID

Humanoid rune golems are known for their intelligence and ability to assist artificers in their labors. They can be disguised to pass themselves off as people in towns and cities.

Strength: 15 (+2)

Dexterity: 11 (+0)

Constitution: 13 (+1)

Intelligence: 15 (+2)

Wisdom: 11 (+0)

Charisma: 8 (-1)

Speed: 30 feet

- The Humanoid rune golem can finely manipulate objects with its hands.
- The Humanoid rune golem can also wield weapons, and its unarmed strike deals 1d4 bludgeoning damage. It shares your weapon and shield proficiencies (if any).

BEAST

Beast rune golems are known for their excellent senses and ability to adapt to different environments. Their shapes can vary wildly since their bodies are based on animals. The most common form they take is that of a canine or feline.

Strength: 15 (+2)

Dexterity: 15 (+2)

Constitution: 11 (+0)

Intelligence: 11 (+0)

Wisdom: 13 (+1)

Charisma: 8 (-1)

Speed: 40 feet

- The Beast rune golem has a bite attack, using its mouth: melee weapon attack, reach 5 feet, one creature, *Hit*: 1d4 + Strength modifier piercing damage, and the rune golem can make a grapple attempt against the target.
- The Beast rune golem grants you Advantage on your Initiative checks.



ARTHROPOD

Arthropod rune golems are known for their powerful leaps and stable footing. They typically have many legs and resemble insects, crustaceans, or arachnids.

Strength: 15 (+2)

Dexterity: 13 (+1)

Constitution: 15 (+2)

Intelligence: 11 (+0)

Wisdom: 11 (+0)

Charisma: 8 (-1)

Speed: 25 feet

- The Arthropod rune golem has a pincer claw attack, using its frontmost appendages: melee weapon attack, reach 5 feet, one creature, *Hit*: 1d4 + Strength modifier slashing damage, and the rune golem can make a grapple attempt against the target.

- The Arthropod rune golem's standing jump travels the full distance instead of half the distance.

BODY MODS

There are five categories of Body Mods, each corresponding to a different place on a rune golem's body: head, torso, arms, legs, back. Each body location can accommodate one Body Mod, which can be changed during a long rest.

GENERAL ADD-ONS (ANY BODY TYPE)

AURA OF WRATH (TORSO)

The plated armor of the rune golem flashes with a brilliant light when struck, unleashing a burst of elemental energy. When the rune golem is hit by a melee weapon attack, it deals 1d4 + Constitution modifier damage to the attacker. The type of damage is based on the Core type of the rune golem: Air (lightning), Earth (force), Fire (fire), Water (cold).

DEEP VISION FILTERS (HEAD)

- The rune golem's darkvision is extended to 120 feet.
- The rune golem can see normally in magical darkness.

ELEMENTAL BREATH (HEAD)

- Once per day, the rune golem can spray a deadly payload of its Core element from its mouth. It gains one of the following attacks based on its Core type. For the rune golem to make the attack, one of your spell slots must be spent.

- **Air:** Line of lightning, 30-foot line, 5 feet wide, every creature in the line must make a Dexterity saving throw (using your spell save DC). On a failed save, a creature takes 1d4 lightning damage for each level of the spell slot spent. It takes half damage on a successful save.

- **Earth:** Cone of shooting stones, 15-foot cone, every creature in the cone must make a Constitution saving throw (using your spell save DC). On a failed save, a creature takes 1d4 bludgeoning damage for each level of the spell slot spent. It takes half damage on a successful save.

- **Fire:** Cone of fire, 15-foot cone, every creature in the cone must make a Constitution saving throw (using your spell save DC). On a failed save, a creature takes 1d4 fire damage for each level of the spell slot spent. It takes half damage on a successful save.

- **Water:** Line of acid, 30-foot line, 5 feet wide, every creature in the line must make a Dexterity saving throw (using your spell save DC). On a failed save, a creature takes 1d4 acid damage for each level of the spell slot spent. It takes half damage on a successful save.

PET LANTERN (TORSO)

- You can take a bonus action and spend a spell slot of 1st level or higher to make the rune golem emit bright light in a 30-foot radius and dim illumination for another 30 feet.

- While this illumination is active, allies within 15 feet of the rune golem gain the resistances granted by its Core type.

- (optional) The color of the illumination may have a slight tint depending on the rune golem's Core type: green (Air), tan (Earth), red-orange (fire), blue (Water).

REINFORCED PLATING (TORSO)

- The rune golem's AC is increased by 1.

ROCKET BOOSTER (BACK)

Prerequisite: Fire Core

A device with cylindrical funnels is attached to the rune golems back. You can take a bonus action and spend a spell slot to have the device shoot out powerful combustion from its funnels.

- The rune golem gains a fly speed of 90 feet + 10 feet per level of the spell slot spent until the end of your next turn, and its movement does not provoke attacks of opportunity.

SONIC FILTERS (HEAD)

- The rune golem is immune to the deafened condition.

- The rune golem is granted Advantage on Wisdom (Perception) checks made to listen.

- Creatures have Disadvantage on Dexterity (Move Silently) checks made against the rune golem's passive Perception.

SPIKED PLATING (TORSO)

- When a creature grapples with the rune golem, the grappling creature takes 1d6 piercing damage, and another 1d6 piercing damage at the end of each of its turns. This only applies if the creature grappling with the rune golem is in contact with the rune golem's torso during the grapple.

- The rune golem can shoot a spike from its torso as a ranged weapon attack: range 20/60, one creature, *Hit:* 1d6 + Dexterity modifier piercing damage.

TREADS OF SPEED (LEGS)

- The rune golem's speed is increased by 10 feet.

- The rune golem is granted Advantage on Strength (Athletics) checks made to jump.

UNDERSEA ROTORS (BACK)

Several small blades attached to a spinning mechanism spin vigorously when the rune golem's body is in a watery environment. The rune golem gains a swim speed of 30 feet.

VENOMOUS STINGER (BACK)

The rune golem gains a tail with a stinger at the end. This tail grants the following attacks.

- Tail Sting, melee weapon attack, reach 5 feet, one creature, *Hit*: 1d6 + Strength modifier piercing damage, and the creature must make a Constitution saving throw (using your spell save DC). On a failed save, the creature takes 1d4 + Constitution modifier poison damage and must make a Constitution saving throw (using your spell save DC) at the end of each of its turns or take an additional 1d4 points of poison damage. The piercing damage is treated as damage from a magic weapon for the purpose of overcoming damage resistance or immunity.
- Tail Whip, melee weapon attack, reach 5 feet, one creature, *Hit*: 1d4 + Strength modifier bludgeoning damage, and the creature must make a Constitution saving throw (using your spell save DC). On a failed save, the creature is pushed 5 feet away from the rune golem. The bludgeoning damage is treated as damage from a magic weapon for the purpose of overcoming damage resistance or immunity.

WEB SHOOTER (HANDS OR HEAD)

Prerequisite: Water Core

- The rune golem can shoot gobs of webbing from its hands or mouth at will, as a ranged weapon attack: range 20/60, one creature, *Hit*: The creature (if Medium or smaller) is restrained until it takes an action to make a Dexterity saving throw (using your spell save DC). On a successful save, the creature is no longer restrained.
- The rune golem can shoot a line of webbing from its hands or mouth at will, as a ranged weapon attack: range 20/60, one creature, *Hit*: The creature (if Medium or smaller) is pulled 5 feet towards the rune golem and must make a Strength saving throw (using your spell save DC). On a failed save, the creature is pulled up to an additional 15 feet towards the rune golem. The line of webbing could also be used as a grappling line to assist climbing attempts.

WINGS OF FLIGHT (BACK)

Prerequisite: Air Core

- The rune golem gains a fly speed of 30 feet.
- The rune golem can hover in mid-air.

HUMANOID BODY MODS

BIG FRIENDLY GRABBERS (ARMS)

- The rune golem's hands are enlarged and can wield weapons crafted for Large creatures.
- The rune golem's unarmed strike damage is 1d8 bludgeoning. This is treated as damage from a magic weapon for the purpose of overcoming damage resistance or immunity.

ELEMENTAL FIST (ARMS)

- The rune golem deals an extra 1d4 points of damage with its unarmed attack; the type of damage is based on its Core type: Air (lightning), Earth (force), Fire (fire), Water (cold). The bludgeoning damage is now treated as damage from a magic weapon for the purpose of overcoming damage resistance or immunity.

RAZOR CLAWS (ARMS)

The rune golem gains retractable claws that do not need an action to extend or retract.

- The rune golem gains a claw attack: melee weapon attack, reach 5 feet, one creature, *Hit*: 1d6 + Strength modifier slashing damage. This is treated as damage from a magic weapon for the purpose of overcoming damage resistance or immunity.
- The rune golem is granted advantage on Strength (Athletics) checks made to climb.

SPIKED KNUCKLES (ARMS)

- The rune golem's unarmed strike deals 2d4 bludgeoning and piercing damage (if a creature has resistance or immunity against one of the types when damaged but not the other type, it takes the normal damage rolled). This is treated as damage from a magic weapon for the purpose of overcoming damage resistance or immunity.
- The rune golem can shoot a spike from its fist as a ranged weapon attack: range 20/60, one creature, *Hit*: 1d4 + Dexterity modifier piercing damage.

BEAST BODY MODS

ELEMENTAL FANGS (HEAD)

- The rune golem deals an extra 1d4 points of damage with its bite attack; the type of damage is based on its Core type: Air (lightning), Earth (force), Fire (fire), Water (cold). The piercing damage is now treated as damage from a magic weapon for the purpose of overcoming damage resistance or immunity.

HORNS OF PENETRATION (HEAD)

- The rune golem has sharp pointed horns attached to its head. It can make a gore attack with the horns: melee weapon attack, reach 5 feet, one creature, *Hit*: 1d8 + Strength modifier piercing damage. Add an additional 1d6 piercing damage if the rune golem moved at least 10 feet before attacking. This is treated as damage from a magic weapon for the purpose of overcoming damage resistance or immunity.

HORNS OF RAMMING (HEAD)

- The rune golem has hard, blunt horns attached to its head. It can make a ram attack with the horns: melee weapon attack, reach 5 feet, one creature, *Hit*: 1d8 + Strength modifier bludgeoning damage. If the rune golem moved at least 10 feet before attacking, then the target must make a Constitution saving throw. On a failed save, the creature is pushed back 10 feet from the rune golem. The bludgeoning damage is treated as damage from a magic weapon for the purpose of overcoming damage resistance or immunity.

RAZOR CLAWS (LEGS)

- The rune golem gains a claw attack: melee weapon attack, reach 5 feet, one creature, *Hit*: 1d4 + Strength modifier slashing damage. This is treated as damage from a magic weapon for the purpose of overcoming damage resistance or immunity.
- When the rune golem performs a bite attack, you can use a bonus action immediately afterwards to command the rune golem to perform a claw attack. When the rune golem performs a claw attack, you can use a bonus action immediately afterwards to command the rune golem to perform a bite attack.

ARTHROPOD BODY MODS

ELEMENTAL CLAWS (ARMS)

- The rune golem deals an extra 1d4 points of damage with its pincer claw attack; the type of damage is based on its Core type: Air (lightning), Earth (force), Fire (fire), Water (cold). The slashing damage is now treated as damage from a magic weapon for the purpose of overcoming damage resistance or immunity.

PINCER WHEELS (LEGS)

- You can take a bonus action or action to make the rune golem can convert its legs into wheels, granting it +15 speed, but removing its pincer claw attack. You can take a bonus action or action to make the rune golem convert its wheels back into legs. The rune golem can not jump while its legs are converted into wheels.

WALL GRAPPLERS (LEGS)

- The rune golem gains a climb speed of 20 feet, and can climb difficult surfaces (and travel upside across ceilings) without the need for an ability check.
- The rune golem is granted Advantage on saving throws against forced movement such as being pushed or pulled, as long as its legs are in contact with a solid surface.

MAGIC SPELLS



MAGIC SPELLS

(PHB) = Player's Handbook,
(EE) = Elemental Evil Player's Companion
(SCAG) = Sword Coast Adventurer's Guide
(TA) = The Artificer (This Book)

[Ab] = Abjuration
[Co] = Conjuration
[Di] = Divination
[En] = Enchantment
[Ev] = Evocation
[Il] = Illusion
[Ne] = Necromancy
[Tr] = Transmutation

SPELL LIST COLOR CODE	
WotC Releases	White
Third Party Spells	Green

[The Artificer] can be downloaded as a PWYW product at:
<http://www.dmsguild.com/product/174669/THE-ARTIFICER-5e-Class->

ARTIFICER SPELL LIST			
CANTRIPS	Ice Knife -- (EE) [Co]	Pyrotechnics -- (EE) [Tr]	Wall of Water -- (EE) [Ev]
Blade Ward -- (PHB) [Ab]	Identify -- (PHB) [Di]	Remove Poison and Disease -- (TA) [Tr]	Water Breathing -- (PHB) [Tr]
Booming Blade -- (SCAG) [Ev]	Jump -- (PHB) [Tr]	Rope Trick -- (PHB) [Tr]	Water Walk -- (PHB) [Tr]
Control Flames -- (EE) [Tr]	Lingering Shock -- (TA) [Ev]	See Invisibility -- (PHB) [Di]	
Create Bonfire -- (EE) [Co]	Longstrider -- (PHB) [Tr]	Silence -- (PHB) [II]	4TH LEVEL
Extended Arm -- (TA) [Tr]	Mage Armor -- (PHB) [Ab]	Skywrite -- (EE) [Tr]	Arcane Eye -- (PHB) [Di]
Floor Collector -- (TA) [Ev]	Object Origin -- (TA) [Di]	Spider Climb -- (PHB) [Tr]	Control Water -- (PHB) [Tr]
Greenflame Blade -- (SCAG) [Ev]	Purify Food and Drink -- (PHB) [Tr]	Spike Growth -- (PHB) [Tr]	Dimension Door -- (PHB) [Co]
Gust -- (EE) [Tr]	Repair Object -- (TA) [Tr]	Warding Bond -- (PHB) [Ab]	Dimension Swap -- (TA) [Co]
Light -- (PHB) [Ev]	Tenser's Floating Disk -- (PHB) [Co]	Warding Wind -- (EE) [Ev]	Elemental Bane -- (EE) [Tr]
Lightning Lure -- (SCAG) [Ev]		Web -- (PHB) [Co]	Fabricate -- (PHB) [Tr]
Mage Hand -- (PHB) [Co]	2ND LEVEL		Fire Shield -- (PHB) [Ev]
Magic Stone -- (EE) [Tr]	Alter Self -- (PHB) [Tr]	3RD LEVEL	Freedom of Movement -- (PHB) [Ab]
Mending -- (PHB) [Tr]	Arcane Lock -- (PHB) [Ab]	Alter Creature -- (TA) [Tr]	Gadget Orbiter -- (TA) [Tr]
Message -- (PHB) [Tr]	Arcane Transference -- (TA) [Ev]	Conjure Barrage -- (PHB) [Co]	Greater Invisibility -- (PHB) [II]
Mold Earth -- (EE) [Tr]	Artifact History -- (TA) [Di]	Dimension Hop -- (TA) [Co]	Leomund's Secret Chest -- (PHB) [Co]
Phantom Eye -- (TA) [Di]	Augury -- (PHB) [Di]	Dispel Magic -- (PHB) [Ab]	Locate Creature -- (PHB) [Di]
Prestidigitation -- (PHB) [Tr]	Barkskin -- (PHB) [Tr]	Elemental Weapon -- (PHB) [Tr]	Maclynn's Dimensional Tether -- (TA) [Co]
Resistance -- (PHB) [Ab]	Blur -- (PHB) [II]	Erupting Earth -- (EE) [Tr]	Mordenkainen's Faithful Hound -- (PHB) [Co]
Sculpting -- (TA) [Tr]	Continual Flame -- (PHB) [Ev]	Flame Arrows -- (EE) [Tr]	Mordenkainen's Private Sanctum -- (PHB) [Ab]
Shape Water -- (EE) [Tr]	Darkvision -- (PHB) [Tr]	Fly -- (PHB) [Tr]	Polymorph -- (PHB) [Tr]
Shocking Grasp -- (PHB) [Ev]	Detect Thoughts -- (PHB) [Di]	Frost Gaol -- (TA) [Ev]	Shadow Stairs -- (TA) [II]
Sword Burst -- (SCAG) [Co]	Earthbind -- (EE) [Tr]	Gadget Watchdog -- (TA) [Tr]	Stone Shape -- (PHB) [Tr]
True Strike -- (PHB) [Di]	Enhance Ability -- (PHB) [Tr]	Gaseous Form -- (PHB) [Tr]	Stoneskin -- (PHB) [Ab]
Twilight Compass -- (TA) [Co]	Enlarge/Reduce -- (PHB) [Tr]	Glyph of Warding -- (PHB) [Ab]	Wall of Fire -- (PHB) [Ev]
	Flame Blade -- (PHB) [Ev]	Haste -- (PHB) [Tr]	
1ST LEVEL	Flaming Sphere -- (PHB) [Co]	Leomund's Tiny Hut -- (PHB) [Ev]	5TH LEVEL
Absorb Elements -- (EE) [Ab]	Gadget Striker -- (TA) [Tr]	Lightning Arrow -- (PHB) [Tr]	Animate Objects -- (PHB) [Tr]
Cadaver Analysis -- (TA) [Di]	Gentle Repose -- (PHB) [Ne]	Magic Circle -- (PHB) [Ab]	Antilife Shell -- (PHB) [Ab]
Catapult -- (EE) [Tr]	Heat Metal -- (PHB) [Tr]	Meld Into Stone -- (PHB) [Tr]	Bigby's Hand -- (PHB) [Ev]
Cure Wounds -- (PHB) [Ev]	Invisibility -- (PHB) [II]	Phantom Steed -- (PHB) [II]	Conjure Volley -- (PHB) [Co]
Detect Magic -- (PHB) [Di]	Locate Object -- (PHB) [Di]	Protection from Energy -- (PHB) [Ab]	Control Winds -- (EE) [Tr]
Detect Poison and Disease -- (PHB) [Di]	Magic Mouth -- (PHB) [II]	Remove Curse -- (PHB) [Ab]	Creation -- (PHB) [II]
Disguise Self -- (PHB) [II]	Magic Weapon -- (PHB) [Tr]	Sending -- (PHB) [Ev]	Gadget Beast -- (TA) [Tr]
Doubleback Surge -- (TA) [Ev]	Maximilian's Earthen Grasp -- (EE) [Tr]	Sensory Overload -- (TA) [Ne]	Grand Monument -- (TA) [Tr]
Expeditious Retreat -- (PHB) [Tr]	Nystul's Magic Aura -- (PHB) [II]	Slow -- (PHB) [Tr]	Maelstrom -- (EE) [Ev]
Feather Fall -- (PHB) [Tr]	Overwhelming Weight -- (TA) [Tr]	Vampiric Touch -- (PHB) [Ne]	Passwall -- (PHB) [Tr]
Grease -- (PHB) [Co]	Protection from Poison -- (PHB) [Ab]	Wall of Sand -- (EE) [Ev]	Prismatic Surge -- (TA) [Ev]

ARTIFICER SPELL LIST			
Scrying -- (PHB) [Di]	Mordenkainen's Magnificent Mansion -- (PHB) [Co]		
Seeming -- (PHB) [Il]	Mordenkainen's Sword -- (PHB) [Ev]		
Shadow Bridge -- (TA) [Il]	Plane Shift -- (PHB) [Co]		
Swift Quiver -- (PHB) [Tr]	Regenerate -- (PHB) [Tr]		
Telekinesis -- (PHB) [Tr]	Restful Slumber -- (TA) [Tr]		
Teleportation Circle -- (PHB) [Co]	Reverse Gravity -- (PHB) [Tr]		
Transmute Rock -- (EE) [Tr]	Sequester -- (PHB) [Tr]		
Wall of Force -- (PHB) [Ev]	Super Heroism -- (TA) [En]		
Wall of Stone -- (PHB) [Ev]	Symbol -- (PHB) [Ab]		
	Teleport -- (PHB) [Co]		
6TH LEVEL	Whirlwind -- (EE) [Ev]		
Arcane Gate -- (PHB) [Co]			
Blade Barrier -- (PHB) [Ev]	8TH LEVEL		
Bones of the Earth -- (EE) [Tr]	Demiplane -- (PHB) [Co]		
Chaotic Disharmony -- (TA) [Tr]	Gadget Cannon -- (TA) [Tr]		
Contingency -- (PHB) [Ev]	Maze -- (PHB) [Co]		
Drawmij's Instant Summons -- (PHB) [Co]	Mind Blank -- (PHB) [Ab]		
Find the Path -- (PHB) [Di]	Mind Tapestry -- (TA) [Il]		
Flesh to Stone -- (PHB) [Tr]	Momentary Disjuncture -- (TA) [Ab]		
Forbiddance -- (PHB) [Ab]	Pillars of Sealing -- (TA) [Co]		
Gadget Copter -- (TA) [Tr]	Telepathy -- (PHB) [Ev]		
Guards and Wards -- (PHB) [Ab]			
Investiture of Flame -- (EE) [Tr]	9TH LEVEL		
Investiture of Ice -- (EE) [Tr]	Astral Projection -- (PHB) [Ne]		
Investiture of Stone -- (EE) [Tr]	Foresight -- (PHB) [Di]		
Investiture of Wind -- (EE) [Tr]	Gate -- (PHB) [Co]		
Move Earth -- (PHB) [Tr]	Glyph of Doom -- (TA) [Ab]		
Primordial Ward -- (EE) [Ab]	Imprisonment -- (PHB) [Ab]		
Reaper's Arrow -- (TA) [Ne]	Orbital Destruction Array -- (TA) [Co]		
Thundering Gunplay -- (TA) [Tr]	Prismatic Wall -- (PHB) [Ab]		
Wall of Ice -- (PHB) [Ev]	Puppet Strings -- (TA) [En]		
Word of Recall -- (PHB) [Co]	Pyrotechnic Artillery -- (TA) [Tr]		
	Shapechange -- (PHB) [Tr]		
7TH LEVEL	Time Stop -- (PHB) [Tr]		
Etherealness -- (PHB) [Tr]	True Polymorph -- (PHB) [Tr]		
Forcecage -- (PHB) [Ev]			
Guiding Strings -- (TA) [En]			
Maclynn's Mass Tether -- (TA) [Co]			

ARTIFICER SPELL SUMMARIES

CANTRIPS

Sculpting -- (TA) [Tr] -- You shape a sculpture out of nonliving material.

Extended Arm-- (TA) [Tr] -- You elongate your arms.

Phantom Eye -- (TA) [Di] -- You create a ghostly floating eyeball that you can move and use to peer through walls or around corners.

Sculpting -- (TA) [Tr] -- You shape a sculpture out of nonliving material.

Twilight Compass -- (TA) [Co] -- You conjure a magical compass that tells your direction and depth, as well as keeping track of days and nights.

1ST LEVEL

Cadaver Analysis -- (TA) [Di] -- You learn information about a corpse's death.

Doubleback Surge -- (TA) [Ev] -- You inject a creature with harmful magical energy that deals force damage then returns to your personal reserves.

Lingering Shock -- (TA) [Ev] -- You inject persistent lightning into a creature, dealing lightning damage and hampering its ability to react.

Object Origin -- (TA) [Di] -- You learn about the creation of an object.

Repair Object -- (TA) [Tr] -- You repair an object or structure.

2ND LEVEL

Arcane Transference -- (TA) [Ev] -- You take or grant spell energy while in contact with another spellcaster.

Artifact History -- (TA) [Di] -- You examine the history of an object.

Gadget Striker -- (TA) [Tr] -- You form a magic weapon out of Gadget parts.

Overwhelming Weight -- (TA) [Tr] -- You cause a creature to gain so much weight that it can barely move.

Remove Poison and Disease -- (TA) [Tr] -- You extract poisons and diseases from a creature by making Wisdom (Medicine) checks.

3RD LEVEL

Alter Creature -- (TA) [Tr] -- You transform a creature's body.

Dimension Hop -- (TA) [Co] -- You teleport yourself or another creature.

Frost Gaol -- (TA) [Ev] -- You entrap a creature in an icy prison.

Gadget Watchdog -- (TA) [Tr] -- You build a Tiny construct that can keep a look out for approaching creatures while you rest out of Gadget parts.

Sensory Overload -- (TA) [Ne] -- You assault a creature's senses, dealing necrotic damage and removing its sight and hearing.

4TH LEVEL

Dimension Swap -- (TA) [Co] -- You use teleportation to swap positions with a creature within range.

Gadget Orbiter -- (TA) [Tr] -- You build a Tiny construct out of Gadget parts that can shoot beams of burning light at attackers, dealing fire and radiant damage.

Maclynn's Dimensional Tether -- (TA) [Co] -- You are able to teleport a creature within range to you as a reaction.

Shadow Stairs -- (TA) [Il] -- You create a solid illusionary set of stairs.

5TH LEVEL

Gadget Beast -- (TA) [Tr] -- You build a Small construct out of Gadget parts that can fight at your command.

Grand Monument -- (TA) [Tr] -- You instantaneously form a huge replica of a statue from nonliving material.

Prismatic Surge -- (TA) [Ev] -- Your hand surges with a swirl of 7 different colors that applies random effects on a creature that you touch.

Shadow Bridge -- (TA) [Il] -- You create a solid illusionary bridge.

6TH LEVEL

Chaotic Disharmony -- (TA) [Tr] -- You disrupt the internal structure of a creature's body, dealing force damage and giving it Disadvantage on attack rolls and ability checks.

Gadget Copter -- (TA) [Tr] -- You build a flying vehicle using Gadget parts and conjured materials.

Reaper's Arrow -- (TA) [Ne] -- You enhance a nonmagical piece of ammunition or ranged weapon into a magic weapon that deals necrotic damage and cripples on a hit.

Thundering Gunplay -- (TA) [Tr] -- The shots from your firearm produce thunderous sound, dealing thunder damage and deafening nearby creatures.

7TH LEVEL

Guiding Strings -- (TA) [En] -- You guide the movements of a creature using magical thread.

Maclynn's Mass Tether -- (TA) [Co] -- You are able to teleport up to 8 creatures within range to you as a reaction.

Restful Slumber -- (TA) [tr] -- You grant a creature the benefit of a long rest over the course of a short rest.

Super Heroism -- (TA) [En] -- You grant a creature bonuses to rolls, temporary hit points, immunity to mental conditions, and Advantage on Charisma saving throws.

8TH LEVEL

Gadget Cannon -- (TA) [Tr] -- You build a stationary cannon weapon using Gadget parts, and its shots deal force and bludgeoning damage.

Mind Tapestry -- (TA) [Il] -- You translate a creature's memories and thoughts into pictures that others can see on a floating screen.

Momentary Disjuncture -- (TA) [Ab] -- You freeze a creature in time.

Pillars of Sealing -- (TA) [Co] -- You trap a creature between magical stone pillars that shoot out chains that wrap around the target.

9TH LEVEL

Glyph of Doom -- (TA) [Ab] -- You inscribe a glyph onto a creature's body that temporarily removes its resistances and makes attacks against the target hit more often, with critical force.

Orbital Destruction Array -- (TA) [Co] -- You build up to 4 floating orbs using Gadget parts and conjured materials, and they can shoot beams of energy at targets, dealing customizable damage.

Puppet Strings -- (TA) [En] -- You control the movements of a creature using magical thread.

Pyrotechnic Artillery -- (TA) [Tr] -- Your ranged ammunition weapon creates fireball explosions with its shots, dealing fire damage.

CANTRIPS

EXTENDED ARM

transmutation cantrip

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, special

By increasing the lengths of your arms, you're able to perform actions at greater distances. You increase your reach by 10 feet until you dismiss the spell or until you take damage. When the spell is dismissed, your arms immediately return to normal length. You can choose to affect either one arm or two arms when you cast this spell.

While this spell is in effect you can use your affected arms and hands to take non-strenuous actions such as moving light objects and finely manipulating tools, but you can not take strenuous actions such as melee attacks or lifting heavy objects.

At Higher Levels. This spell's effect increases by 5 feet at 5th level (+15 feet), 11th level (+20 feet), and 17th level (+25 feet).

FLOOR COLLECTOR

evocation cantrip

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Instantaneous

You collect all unattended, unrestrained lightweight objects (1/2 lb. or lighter) within 5 feet to a single location within your space. This spell will also collect dust and dirt.

At Higher Levels. This spell's radius increases by 5 feet at 5th level (10 ft. radius), 11th level (15 ft. radius), and 17th level (20 ft. radius).

PHANTOM EYE

divination cantrip

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Concentration, up to 1 hour

After covering or closing one of your eyes, you conjure a ghostly floating eyeball (the same size as your own eye ball) that hovers for the duration of this spell. You can mentally command the eyeball to move to any location within 10 feet of you, passing through solid barriers and obstacles. You can "see" through the eye in any one direction you choose. The eye can not penetrate magical barriers, or structures that have

been magically warded or reinforced. The eye's fly speed is 20 feet.

This spell causes a slight strain on your senses. After the spell ends, you have Disadvantage on your attack rolls and Wisdom (Perception) checks until the end of your next turn and can not cast the spell again until you no longer have Disadvantage.

At Higher Levels. This spell's range increases by 10 feet at 5th level (20 feet), 11th level (30 feet), and 17th level (40 feet).

SCULPTING

transmutation cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, S, M (10 lb. or less of material)

Duration: Concentration, up to 1 hour

You can take up to 50 lb. of nonliving, nonmagical material and reshape it into a single object with a shape of your choosing. Alternately, you can use this spell to re-shape part of a larger nonliving object. Only superficial or structural details can be changed; this spell can not be used to produce complex internal arrangements (such as the inner gears of a clock).

This spell's weight limit increases by 50 lb. at 5th level (100 lb. max), 100 lb. at 11th level (200 lb. max), and 200 lb. at 17th level (400 lb. max).

Any weapons made with this cantrip are wielded with Disadvantage unless the caster is proficient with the tools that are normally used to craft such weapons (ex. smith's tools to craft a sword).

TWILIGHT COMPASS

conjuration cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, S

Duration: Concentration, special

You form a small, floating sphere of light with glyph patterns of different colors appearing on its surface; the glyph patterns move around depending on where you are in relation to the North and South poles of the world. The sphere itself stays within 5 feet of you and moves with you.

By reading the positions of the glyphs, you can guess what direction you are currently heading and your current depth above or below the surface. The spell is immediately dismissed when day turns to night or vice versa. You can cast the spell again afterwards - the sphere and glyphs are conjured with a different set of colors after the day/night change. The caster is thus able to keep track of days and nights as well.

The compass provides dim illumination out to 20 feet.

1ST LEVEL SPELLS

CADAVER ANALYSIS

1st-level divination

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You place your hand on a dead creature's body, and learn how it died, how long ago it died, and a mental image of the source of death (for example the image of another creature if the dead creature was killed through an act of violence).

This spell will work on separated body parts if at least 10% of the original body remains intact.

This spell will work on ashes if at least 30% of the original burnt remains are gathered together.

DOUBLEBACK SURGE

1st-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You channel arcane energies that briefly flow into another creature before returning to you. Make a melee spell attack against a creature; on a hit, you deal 1d6 force damage to the target and the spell slot you spent to cast this spell is refunded back to you.

At Higher Levels. If you spend a spell slot with a higher level than 1st for this spell, then you increase the damage by 1d6 for each level higher than 1st.

LINGERING SHOCK

1st-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Persistent strands of lightning curl around your hand and enter into a creature that you touch, spreading throughout its body. You make a melee spell attack against a Medium or smaller creature. The attack roll has Advantage against a creature wearing metal armor. On a hit, the creature takes 2d6 lightning damage and must make a Constitution saving throw.

On a failed save, the creature can't take reactions until the start of its next turn; the creature must keep making the saving

throw for the same effect at the start of its turns until it succeeds on a save (becoming unable to take reactions every time it fails).

At Higher Levels. If you spend a spell slot with a higher level than 1st for this spell, then you increase the damage by 1d6 and the maximum target size category by one step for each level higher than 1st.

OBJECT ORIGIN

1st-level divination

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You place your hand on a crafted object, and learn how it was built, how long ago it was built, and a mental image of the source of crafting (usually the person who crafted the object). Alternately, instead of the crafter you can seek a mental image of the last possessor of the object.

REPAIR OBJECT

1st-level transmutation (ritual)

Casting Time: 10 minutes

Range: 10 feet

Components: V, S, M (a writing implement such as a chalk piece or a cloth dipped in ink, which is used to draw a circle of runes around the object affected by this spell)

Duration: Instantaneous

You draw a transmutation circle around a damaged object, and then cast this spell to make the object whole again. This spell can be used to repair constructs and magic items, but can not restore magic to them. This spell has varying chances of success depending on the size of the object being repaired as well as the level of damage that needs to be repaired. When casting this spell, roll a d100 once to determine success or failure. On failure, you can attempt to cast this spell again with a casting time of 1 action by using the same circle of runes that you drew for the previous attempt.

Low Damage: Mainly superficial damage, with small scratches or cracks. The main components and structure of the object are largely intact. Base chance of repair: 88%

Moderate Damage: There is noticeable damage to the main components of the objects but light to no damage to the structure. Base chance of repair: 55%

Heavy Damage: The object has suffered extensive damage throughout its main components and its structure. Base chance of repair: 22%

Small or Tiny size: Add 33% to your chance of success.

Large size or larger: Subtract 33% from your chance of success for Large size objects, 66% for Huge size objects, and 99% for Gargantuan size objects.

Object Has Moving Parts: Subtract 22% from your chance of success.

Add 10 minutes to the Casting time for Large objects, 50 minutes for Huge objects, and 2 hours or more for Gargantuan objects.

At Higher Levels. If you spend a spell slot with a higher level than 1st for this spell, then you increase your chance of success by 22% for each level higher than 1st.

2nd LEVEL SPELLS

ARCANE TRANSFERENCE

2nd-level evocation

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: Instantaneous

You transfer magical stores of energy from one creature to yourself or vice versa. This spell can only be used on a spellcasting creature that uses spell slots.

When you cast this spell on a willing creature, you can either grant the target one of your spell slots (up to the highest spell slot level usable by the target), or take one of the target's spell slots (up to the highest spell slot level that you can use).

When you cast this spell on an unwilling creature, the target must make a Wisdom saving throw; on a failed save, you take one remaining spell slot from the creature at the highest spell level that it can use, or the highest spell level that you can use, whichever is lower.

The spell slot granted using this spell remains usable until the recipient takes a long rest or until 24 hours have passed, whichever comes first.

ARTIFACT HISTORY

2nd-level divination

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

You place your hand on an object, and learn the identities of its prior owners (if any). You can recover the identities of up to the past ten members of an object's ownership per minute.

You learn the name and the true physical image of each owner whose identity you learn, as well as when and for how long each owner possessed the object.

You also learn where the object has traveled, as well as the source and nature of any major changes or damages to the object's structure during the periods of its history that you divine.

GADGET STRIKER

2nd-level transmutation

SPECIAL: You must have the Gadget Builder feature to cast this spell.

Casting Time: 1 bonus action

Range: 5 feet

Components: V, S, M (Gadget parts)

Duration: Concentration, up to 1 hour

You use your Gadget Builder feature to build a Gadget as part of the bonus action taken to cast this spell. You craft a weapon from your Gadget parts (see Section 5: Artificer Gadgets for point costs), and enhance the magical energy of the glyphs even further.

The weapon confers a +1 bonus to attack and damage rolls for the duration of the spell.

At Higher Levels. Casting this spell with a 4th level slot or higher confers a +2 bonus. Casting this spell with a 6th level slot or higher confers a +3 bonus.

OVERWHELMING WEIGHT

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

By increasing the weight of another creature drastically in a sudden fashion, you can cause it to falter for a moment. You make a melee spell attack against a Medium or smaller creature, and on a hit the creature must make a Strength saving throw. On a failed save, the creature falls prone and is restrained until the end of its next turn. On a successful save, the creature has Disadvantage on its attack rolls and Dexterity saving throws, and has its speed reduced by half until the end of its next turn.

REMOVE POISON OR DISEASE

2nd-level transmutation (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a pound of soft clay)

Duration: Concentration, up to 12 hours

You perform a special medical procedure on a creature by connecting your personal flow of magical energy to the vital processes of the creature's body. Your magic steadily encourages that body to detoxify itself and draws out foreign substances and pathogens, killing deadly organisms in the process.

This spell can be used to remove non-magical diseases or poisons from a creature by succeeding on Wisdom (Medicine) checks made during the casting. For each disease or poison, you must roll 2 successful checks to remove it, made against the Constitution saving throw DC of the disease or poison. You can make one check per hour.

While the spell is in effect, the targeted creature does not have to make any Constitution saving throws for the poisons or diseases currently affecting it.

You can not perform any other activities during the spell's duration, or else the spell will be dismissed.

3RD LEVEL SPELLS

ALTER CREATURE

3rd-level transmutation (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a pound of soft clay)

Duration: Concentration, up to 24 hours

You are able to transform the body of yourself or one other creature, as the spell *alter self*, for an extended period of time.

DIMENSION HOP

3rd-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You teleport yourself or another creature up to 20 feet, to an unoccupied space within line of sight. If the creature is unwilling, it can make a Wisdom saving throw to negate the spell's effect. If the space you are teleporting the creature to is dangerous, it can make a Wisdom saving throw with Advantage to negate the spell's effect.

At Higher Levels. If you spend a higher level spell slot, you can add 10 feet to the distance for each spell slot level higher than 3rd.

FROST GAOL

3rd-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

A chilling force swirls around your hand, ready to envelop the next creature that you touch in an icy prison. Make a melee spell attack against a creature; on a hit, you deal 5d8 + 7 cold damage to the target and the creature is restrained in a shroud of ice until it succeeds on a Strength saving throw at the end of its turn. Every time the creature fails its saving throw, it takes 1d8 cold damage. On a successful save, the creature is no longer restrained and the space that it's in, as well the area adjacent to its space, becomes difficult terrain from chunks of ice strewn about (unless the ice has been melted or otherwise destroyed).

While a creature is restrained by this spell, it is completely covered by a barrier of ice with the following statistics: 40 hit points, AC 16, vulnerability to fire damage.

Only Medium or smaller creatures can be restrained by this spell.

At Higher Levels. If you spend a spell slot with a higher level than 3rd for this spell, then for each level higher than 3rd, you increase the initial cold damage by 1d8 and the maximum target size category for the restraining effect is increased by one step. In addition, the ice barrier gains 15 hit points for each level higher than 3rd.

GADGET WATCHDOG

3rd-level transmutation (ritual)

SPECIAL: You must have the Gadget Builder feature to cast this spell.

Casting Time: 1 minute

Range: 5 feet

Components: V, S, M (Gadget parts)

Duration: Concentration, up to 12 hours

You spend 5 Gadget points to craft a Tiny construct creature with the following statistics. The Gadget Watchdog has no method of attack, but it can immediately alert you (waking you if you are sleeping normally). The watchdog can be dismissed as a Gadget and will be immediately dismissed if it moves beyond 100 feet of its creator.

The watchdog adds your proficiency bonus to its saving throws and ability checks. It takes its turn on your initiative, and can not take actions unless commanded by you.

GADGET WATCHDOG

Tiny construct, unaligned

Armor Class 15 (natural armor)
Hit Points 12
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	11 (+0)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, and poisoned
Senses darkvision 120 ft., passive Perception 18
Languages understands the languages of its creator but can't speak

Vigilant Watch. The watchdog can alert its creator through telepathy when it senses creatures within its range.

Harmless Pet. The watchdog can not make attacks and will stay within 100 feet of the creator if possible.

Night Light. The watchdog can act as a light source at will, using a bonus action to produce bright illumination out to a radius of 30 feet.

SENSORY OVERLOAD

3rd-level necromancy

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

A surge of debilitating energy from your hand assaults the senses of another creature. You make a melee spell attack against a creature. On a hit, the creature takes 6d6 + 14 necrotic damage and must make a Constitution saving throw. On a failed save, the creature is blinded and deafened until the end of its next turn.

4TH LEVEL SPELLS

DIMENSION SWAP

4th-level conjuration

Casting Time: 1 action
Range: 20 feet
Components: V, S
Duration: Instantaneous

You teleport yourself and one creature within range and line of sight; the two of you switch places. If the creature is unwilling, it can make a Wisdom saving throw to negate the

spell's effect. If the space you are teleporting the creature to is dangerous, it can make a Wisdom saving throw with Advantage to negate the spell's effect.

GADGET ORBITER

4th-level transmutation (ritual)

SPECIAL: You must have the Gadget Builder feature to cast this spell.

Casting Time: 1 minute

Range: 5 feet

Components: V, S, M (Gadget parts)

Duration: Concentration, up to 1 hour

You spend 4 Gadget points to craft a Tiny floating construct that hovers around your body in your space. The Gadget Orbiter can be dismissed as a Gadget and will be immediately dismissed if it moves beyond 100 feet of its creator.

The orbiter adds your proficiency bonus to its attack rolls, damage rolls, saving throws, and ability checks. It takes its turn on your initiative, and can not take actions unless commanded by you. The orbiter can not make attacks other than attacks of opportunity, and it can only be commanded to move.

GADGET ORBITER

Tiny construct, unaligned

Armor Class 17 (natural armor)
Hit Points 5
Speed 0 ft., fly 20 feet

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	11 (+0)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, and poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands the languages of its creator but can't speak

Automated Defense. The orbiter does not take any action other than attacks of opportunity or movement.

Watchful Defense. The orbiter will make an attack of opportunity against the attacker (if within range) when the orbiter's creator is attacked.

Orbiting Pet. The orbiter will remain within 5 feet of the creator if possible.

ACTIONS

Antipersonnel Beam. Ranged spell attack, range 20 feet, one creature, *Hit:* 1d6 points of fire and radiant damage

MACLYNN’S DIMENSIONAL TETHER

4th-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 10 minutes

You create an invisible magical connection between you and another creature that allows you to summon it from a short distance away. You can teleport the creature as a reaction to an unoccupied space within 5 feet of you as a reaction. If the creature goes beyond 100 feet away from you, this spell is immediately dismissed. When any of the teleport occurs, this spell is dismissed.

If the creature is unwilling, it can make a Wisdom saving throw to negate and dismiss the spell’s effect. If the space you are teleporting the creature to is dangerous, it can make a Wisdom saving throw with Advantage to negate and dismiss the spell’s effect.

SHADOW STAIRS

4th-level illusion

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You produce a set of connected stairs made of quasi-real material leading up a direction of your choice, and starting from a space within 10 feet. The stairs may be diagonal or spiral upwards. The maximum height that you can place the top of the stairs is 60 feet. The stairs can be made wide enough to accommodate Large or smaller creatures.

The stairs are fixed in space and do not need to connect with another structure to maintain their integrity. They can support any amount of weight while they exist.

When the spell ends or is dismissed, the stairs disappear and anything on them falls.

At Higher Levels. If you spend a spell slot with a higher level than 4th for this spell, then you increase the maximum height by 10 feet per level higher than 4th.

5TH LEVEL SPELLS

GADGET BEAST

5th-level transmutation (ritual)

SPECIAL: You must have the Gadget Builder feature to cast this spell.

Casting Time: 1 minute

Range: 5 feet

Components: V, S, M (Gadget parts)

Duration: Concentration, up to 1 hour

You spend 8 Gadget points to craft a Small construct creature with the following statistics. The Gadget Beast can assist you in combat or other situations. The beast can be dismissed as a Gadget and will be immediately dismissed if it moves beyond 100 feet of its creator.

The beast adds your proficiency bonus to its attack rolls, damage rolls, saving throws, and ability checks. It takes its turn on your initiative, and can not take actions unless commanded by you.

You can take an action to verbally command the beast to take the Attack, Dash, Disengage, Dodge, or help action (Note: if you have the Extra Attack feature from another class, you can make a weapon attack when commanding the beast to take an Attack action).

Choose one of the following construct designs for the Gadget Beast when you cast this spell.

GADGET BEAST (CAT OR DOG)

Small construct, unaligned

Armor Class 15 (natural armor)

Hit Points 40

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, and poisoned

Senses darkvision 120 ft., passive Perception 14

Languages understands the languages of its creator but can’t speak

Defending Pet. The beast will stay within 100 feet of the creator if possible. The beast will make an attack of opportunity against a creature within range that attacks the beast’s creator.

ACTIONS

Bite. Melee weapon attack, range 5 feet, one creature, *Hit:* 1 point of piercing damage, and the beast can make a grapple attempt against the target.

Claw. Melee weapon attack, range 5 feet, one creature, *Hit:* 1d2 points of slashing damage.

GADGET BEAST (BIRD)

Small construct, unaligned

Armor Class 15 (natural armor)

Hit Points 40

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, and poisoned

Senses darkvision 120 ft., passive Perception 14

Languages understands the languages of its creator but can't speak

Defending Pet. The beast will stay within 100 feet of the creator if possible. The beast will make an attack of opportunity against a creature within range that attacks the beast's creator.

ACTIONS

Talons. Melee weapon attack, range 5 feet, one creature, *Hit*: 1d2 points of slashing damage. If the target is Tiny or smaller, the beast can make a grapple attempt against the target.

GADGET BEAST (SPIDER)

Small construct, unaligned

Armor Class 15 (natural armor)

Hit Points 40

Speed 20 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, and poisoned

Senses darkvision 120 ft., passive Perception 14

Languages understands the languages of its creator but can't speak

Defending Pet. The beast will stay within 100 feet of the creator if possible. The beast will make an attack of opportunity against a creature within range that attacks the beast's creator.

Wall Crawler. The beast can climb difficult surfaces (and travel upside across ceilings) without the need for an ability check.

ACTIONS

Talons. Melee weapon attack, range 5 feet, one creature, *Hit*: 1d2 points of piercing damage.

GRAND MONUMENT

5th-level transmutation (ritual)

Casting Time: 1 hour (ritual)

Range: Touch

Components: V, S, M (a carved statue weighing no more than 400 lb.)

Duration: Permanent

By using a sculpted work of your own making as a template, you are able to create a much larger version of the same work. You can reshape a pile of nonliving material, weighing 1,000 lb. to 4,000 lb., into an exact replica (scaled up) of the statue used as the material component for this spell. You must have spent at least 1 hour crafting the original statue.

At Higher Levels. If you spend a spell slot with a higher level than 5th for this spell, then you increase the maximum weight by 2,000 lb. per level higher than 5th.

PRISMATIC SURGE

5th-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Eight different colors of light swirl around your hand. At any given moment one or two of those colors becomes dominant until it quickly shifts towards another of the eight colors. You can make a melee spell attack against a creature using the hand with colors swirling around it. On a hit, the creature must make a Constitution saving throw. Roll 1d8 to determine which color(s) was dominant when you hit the creature.

1. Red. Deals 8d6 fire damage to the creature on a failed save, and half damage on a successful one.

2. Orange. Deals 8d6 acid damage to the creature on a failed save, and half damage on a successful one.

3. Yellow. Deals 8d6 lightning damage to the creature on a failed save, and half damage on a successful one.

4. Green. Deals 8d6 poison damage to the creature on a failed save, and half damage on a successful one.

5. Blue. Deals 8d6 cold damage to the creature on a failed save, and half damage on a successful one.

6. Indigo. The target is restrained on a failed save, and must make a Constitution saving throw at the end of its turns. Three successful saves end the spell. Three failed saves result in the target turning to stone permanently and being subjected to the petrified condition. The successes and failures don't need to be consecutive.

7. Violet. The target is blinded on a failed save, and must make a Wisdom saving throw at the start of your next turn. A successful save ends the blindness while a failed save transports the creature to another plane of existence and also ends the

blindness. (If the creature was not on its home plane, it will typically be banished home, while other creatures will be sent to the Astral or Ethereal planes.)

8. Special. Two colors were dominant in the surge. Roll 1d8 twice, rerolling any roll of 8.

SHADOW BRIDGE

5th-level illusion

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You produce a flat plane bridge made of quasi-real material leading across a direction of your choice, and starting from a space within 10 feet. The bridge is up to 20 feet wide and 200 feet long. You can create it at an incline and choose to make any or all of its surface area into difficult terrain.

The bridge is fixed in space and does not need to connect with another structure to maintain its integrity. It can support any amount of weight while it exists.

When the spell ends or is dismissed, the bridge disappears and anything on it falls.

At Higher Levels. If you spend a spell slot with a higher level than 5th for this spell, then you increase the maximum length by 50 feet per level higher than 5th.

6TH LEVEL SPELLS

CHAOTIC DISHARMONY

6th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Chaotic fluctuations of magical force flow from your hand into another creature; they surge back and forth inside of the creature's body, causing it to become disoriented. Make a melee spell attack against a creature. On a hit, the creature takes 5d10 + 30 points of force damage, and the creature must make a Constitution saving throw. On a successful save, the creature takes half damage and has Disadvantage on all attack rolls and ability checks until the end of its next turn. On a failed save, the creature becomes prone and stunned until the end of its next turn and must make a Constitution saving throw at the end of each of its turns.

A failed save on its second or later saving throws against this spell, the creature takes an additional 1d10 force damage and has Disadvantage on all attack rolls and ability checks until the end of its next turn.

GADGET COPTER

6th-level conjuration (ritual)

SPECIAL: You must have the Gadget Builder feature to cast this spell.

Casting Time: 10 minutes

Range: 15 feet

Components: V, S, M (a tiny carved statue of a flying vehicle, and Gadget parts)

Duration: Concentration, up to 24 hours.

You conjure the body of a flying vehicle for transportation, using your magically enchanted Gadget parts to provide the joints and complex moving parts of the craft. You spend 10 Gadget points as part of the ritual performed to cast this spell. The vehicle has AC 18, 60 hit points, resistance to weapon damage from nonmagical weapons, and a fly speed of 120 feet. The vehicle can hover and lift off vertically, using a combination of magic and a set of rotating blades attached on top of it. The vehicle is up to 10 feet wide, 10 feet high, and 25 feet long, and can carry up to 1500 lb. without slowing.

One of its passengers must be designated to control the vehicle's movement at all times, otherwise it starts moving out of control or simply hovers in place. The controlling passenger (pilot) makes the saving throws for the vehicle.

If the vehicle takes more than 40 points of damage, it loses its fly speed and can no longer hover.

The vehicle falls apart (creating difficult terrain) and your Gadget points are refunded at the end of the spell.

REAPER'S ARROW

6th-level necromancy

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (a piece of ammunition or a thrown weapon)

Duration: Instantaneous

You imbue a single shot of nonmagical ammunition or a nonmagical thrown weapon with an aura of death. You can cast this spell just before you make a ranged weapon attack with the imbued object. You gain Advantage for the attack roll, and the affected object is treated as a +2 magic weapon (gains a +2 bonus to attack and damage rolls) until the attack resolves. On a hit, the target creature must make a Constitution saving throw. On a failed save, the creature takes an additional 4d10 +20 points of necrotic damage, falls prone, and is poisoned and stunned until the end of its next turn. On a successful save, the creature takes half damage and is poisoned until the end of its next turn.

This spell's damage and conditions can only be applied to living creatures.

THUNDERING GUNPLAY

6th-level transmutation

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (a firearm weapon)

Duration: 1 round

This spell augments the sound produced by your firearm(s) when you shoot with it. Every time you make a ranged weapon attack with a firearm until the end of your next turn, every creature within 10 feet of you must make a Constitution saving throw. On a failed save, the creature takes 3d8 +16 points of thunder damage and is deafened until the end of its next turn. On a successful save, the creature takes half the damage. Every creature 10+ feet to 15 feet takes 2d6 +8 points of thunder damage.

In addition, you gain immunity to the deafened condition and thunder damage until the end of your next turn.

7TH LEVEL SPELLS

GUIDING STRINGS

7th-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S, M (a spool of silver thread)

Duration: Concentration, up to 10 minutes

Invisible strands of magical thread extend from your fingertips to a Medium or smaller creature's body. These strands pass through nonmagical materials, and can be cut with damage from a magic spell or a magic weapon (slashing type). The strands can extend up to 200 feet. At least one of your hands is occupied until the spell ends. To use this spell against an unwilling creature, you must succeed on a melee spell attack; the spell ends if you miss.

While the strands exist and as long as you can see the attached creature, you can take an action to grant Advantage or Disadvantage to the creature's attack rolls, Strength checks, and Dexterity checks until the start of your next turn. As part of the same action, you can also grant attackers Advantage or Disadvantage on the attack rolls they make against the attached creature until the start of your next turn.

You can take a bonus action to make the creature fall prone; an unwilling creature can make a Charisma saving throw to end the spell before doing so.

You can use a bonus action to move the creature up to 10 feet. This movement does not provoke attacks of opportunity (unless you want it to) nor does it require the creature to spend its movement for its turn. If you attempt to move the creature into a dangerous space, it can make a Charisma saving throw with Advantage to end the spell.

An unwilling creature can make a Charisma saving throw to end the spell at the start of its turn.

MACLYNN'S MASS TETHER

7th-level conjuration

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You create an invisible magical connection between you and up to eight creatures that allows you to summon them from a short distance away. You can teleport the creatures (one at a time or altogether) as a reaction to an unoccupied space within 5 feet of you as a reaction. If any affected creature goes beyond 100 feet away from you, it loses the effect of this spell. When any of the teleports occur, this spell is dismissed.

If the creature is unwilling, it can make a Wisdom saving throw to negate and dismiss the spell's effect. If the space you are teleporting the creature to is dangerous, it can make a Wisdom saving throw with Advantage to negate and dismiss the spell's effect.

RESTFUL SLUMBER

7th-level transmutation (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: 1 hour

You gently massage a creature's back as it goes to sleep, whispering the words of a lullaby. Time itself speeds up for the sleeping creature. If the creature rests uninterrupted for a short rest, it gains all the benefits of a long rest when the short rest ends. This spell's effect is an exception to the normal limit of one long rest during a 24-hour period. If you cast this spell on yourself, the spell slot used to cast it can not be recovered until a normal long rest is taken.

SUPER HEROISM

7th-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You infuse a creature with invigorating confidence, enhancing its capacity for heroic feats. The creature gains the following benefits:

- A +3 bonus to all attack rolls, damage rolls, ability checks, saving throws, and skill checks for the duration.

- The creature gains 40 temporary hit points.
- Any charmed, frightened, or stunned condition is removed from the creature.
- The creature gains immunity to the charmed, frightened, and stunned conditions for the duration.
- The creature gains Advantage on Charisma saving throws for the duration.

8TH LEVEL SPELLS

GADGET CANNON

8th-level transmutation

SPECIAL: You must have the Gadget Builder feature to cast this spell.

Casting Time: 1 action

Range: 5 feet

Components: V, S, M (Gadget parts)

Duration: Concentration, up to 1 minute

You spend 12 Gadget points to craft a stationary Medium size object: a mechanical device primarily made of an adjustable cylindrical tube with an open end. You can aim the open end of the cannon at targets and blast magically conjured ammunition at them from the cannon's open end. To load the cannon, you can use a bonus action and spend a 4th level or higher spell slot.

To fire the cannon, make a ranged spell attack while physically wielding the cannon (standing in place next to it and turning the cylinder). If the attack hits a creature, the cannon will deal 1d8 bludgeoning damage plus 1d4 force damage per level of the spell slot spent to load the ammunition. On a hit, the creature must also make a Constitution saving throw, being pushed away from you by 20 feet on a failed save. In addition, creatures in spaces within 5 feet of the target must make a Constitution saving throw, taking 2d6 force damage and being pushed 10 feet away from the target on a failed save.

The cannon has an effective firing range of 300 feet (long range max 1,000 feet). It weighs 500 lb. and must be carried to be moved.

MIND TAPESTRY

8th-level illusion

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

Placing your hand on a creature's head, you summon forth a visual display of images crafted from the creature's thoughts and memories. Until the spell ends, the creature's thoughts are

displayed on a 10 foot by 10 foot screen of mutable light, which produces bright illumination within 50 feet, and dim illumination another 50 feet further. The screen floats up to 20 feet above the ground and objects will pass harmlessly through it. The screen can be used to communicate a message or story through abstract images or actual visual memories. The affected creature decides which images to show and can end the spell with a successful Wisdom saving throw. The images may be accompanied by sound as well; for example, the memory of seeing and hearing a conversation.

MOMENTARY DISJUNCTURE

8th-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You temporarily cut another creature off from the normal flow of time, making it appear as if frozen in the moment.

The affected creature can not take actions, move, or otherwise interact with the world until the end of your next turn.

The affected creature can not be affected by attacks, and conditions can not be applied to it until the end of your next turn.

Any ongoing effects or conditions currently affecting the creature do not progress or end until the end of your next turn. (Saving throws or checks are not made as normal.)

The creature can not take damage or die until the end of your next turn.

The creature is immutable and immovable, no matter what forces are applied on it, until the end of your next turn.

PILLARS OF SEALING

8th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a crystal pendant specially inscribed with magical glyphs, costing no less than 10,000 gp)

Duration: Concentration, up to 10 minutes

A circular formation of eight stone pillars with a radius up to 20 feet wide erupt from the ground, and illusory chains shoot out from them at a single Huge or smaller creature at the center of the circle. The pillars are 5 feet wide with a height of 40 feet. Each pillar has AC 5 and 45 hit points. When a pillar is reduced to 0 hit points, it collapses into rubble, creating an area of difficult terrain with a 15-foot radius. The rubble remains until cleared. This spell will not activate if there is not enough room for the pillars (the spell slot is still spent on the attempt). The spell is dismissed when five or more of its pillars

are destroyed. Intact pillars are left behind after the spell is dismissed or completes its duration.

The creature must make a Dexterity saving throw. On a failed save, the chains wrap around the creature, applying the incapacitated and restrained conditions on it for the duration of the spell.

While incapacitated and restrained by the spell, the creature can not phase or teleport on its own, and can not become invisible.

While incapacitated and restrained by the spell, the creature can make a Strength or Charisma saving throw at the start of each of its turns to break free of its bonds (removing the incapacitated and restrained conditions). The caster takes psychic damage equal to three times the creature's CR if it succeeds on its saving throw. If the creature takes more than 20 points of damage before its turn, it gains Advantage on the saving throw to break free.

If the creature breaks free, you can use a reaction to force the creature to make a Dexterity saving throw. On a failed save, the chains wrap around the creature, applying the incapacitated and restrained conditions on it for the duration of the spell.

If the creature is not incapacitated and restrained by the spell, and is still inside the area of the pillars at the end of its turn, it must make a Dexterity saving throw to avoid becoming incapacitated and restrained for the duration of the spell.

If the creature leaves the radius of the spell's area, the spell is dismissed.

You can take an action to give the affected creature Disadvantage on its next saving throw against this spell. You can not take any other actions during your turn.

9TH LEVEL SPELLS

GLYPH OF DOOM

9th-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You instantly inscribe a glowing symbol onto a creature's body; the symbol contains a powerful curse that draws danger towards the affected creature. Make a melee spell attack against a creature. On a hit, the creature must make a Wisdom saving throw. On a failed save, every attack roll made against the creature has Advantage, the creature loses all resistances (but not immunities), and every normal hit scored against it is treated as a critical hit until the end of its next turn.

Until the end of this spell, the creature must make a Wisdom saving throw at the end of each of its turns. On a failed save, every attack roll made against the creature has Advantage, the creature loses all resistances (but not immunities), and every normal hit scored against it is treated as a critical hit until the end of its next turn.

Two successful saves (they do not need to be made consecutively) end the spell.

ORBITAL DESTRUCTION ARRAY

9th-level conjuration

SPECIAL: You must have the Gadget Builder feature to cast this spell.

Casting Time: 1 action

Range: 5 feet

Components: V, S, M (Gadget parts)

Duration: Concentration, up to 1 minute

You conjure up to four floating metal spheres, each about 5 feet in diameter, in unoccupied spaces within 5 feet of you. The spheres shoot out magical beams of energy that can damage or destroy their targets.

They have a fly speed of 60 feet and hover. As part of the action taken to cast this spell, you spend up to 12 Gadget points, attaching magical firing mechanisms on each of the twelve spheres (3 Gadget points per sphere). Each sphere has AC 18, 50 hit points, and resistance to damage from nonmagical weapons.

You can take a bonus action to make all of the spheres move. Each sphere must remain within 20 feet of another sphere (if more than one is conjured).

You can take an action to command each of the spheres to make a ranged spell attack against a creature within 120 feet; the target targets for the spheres. When you cast this spell, choose one of the following damage types: acid, cold, fire, force, lightning, necrotic, radiant, or thunder. On a hit, a sphere deals 4d6 + 6 points of damage of the chosen type to the targeted creature.

PUPPET STRINGS

9th-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S, M (a spool of platinum thread)

Duration: Concentration, up to 10 minutes

Invisible strands of magical thread extend from your fingertips to a Medium or smaller creature's body. These strands pass through nonmagical materials, and can be cut with damage from a magic spell or a magic weapon (slashing type). The strands can extend up to 200 feet. At least one of your hands is

occupied until the spell ends. To use this spell against an unwilling creature, you must succeed on a melee spell attack; the spell ends if you miss.

While the strands exist and as long as you can see the attached creature, you can take an action to grant Advantage or Disadvantage to the creature's attack rolls, Strength checks, and Dexterity checks until the start of your next turn. As part of the same action, you can also grant attackers Advantage or Disadvantage on the attack rolls they make against the attached creature until the start of your next turn.

You can take an action to make the creature take the Attack, Dash, Disengage, Dodge, or Help action during its next turn; an unwilling creature can make a Charisma saving throw to end the spell before doing so.

You can take a bonus action to make the creature fall prone; an unwilling creature can make a Charisma saving throw to end the spell before doing so.

You can take a bonus action to move the creature up to 15 feet. This movement does not provoke attacks of opportunity (unless you want it to) nor does it require the creature to spend its movement for its turn. If you attempt to move the creature into a dangerous space, it can make a Charisma saving throw with Advantage to end the spell.

An unwilling creature can make a Charisma saving throw to end the spell at the start of its turn.

PYROTECHNIC ARTILLERY

9th-level transmutation

Casting Time: 1 bonus action

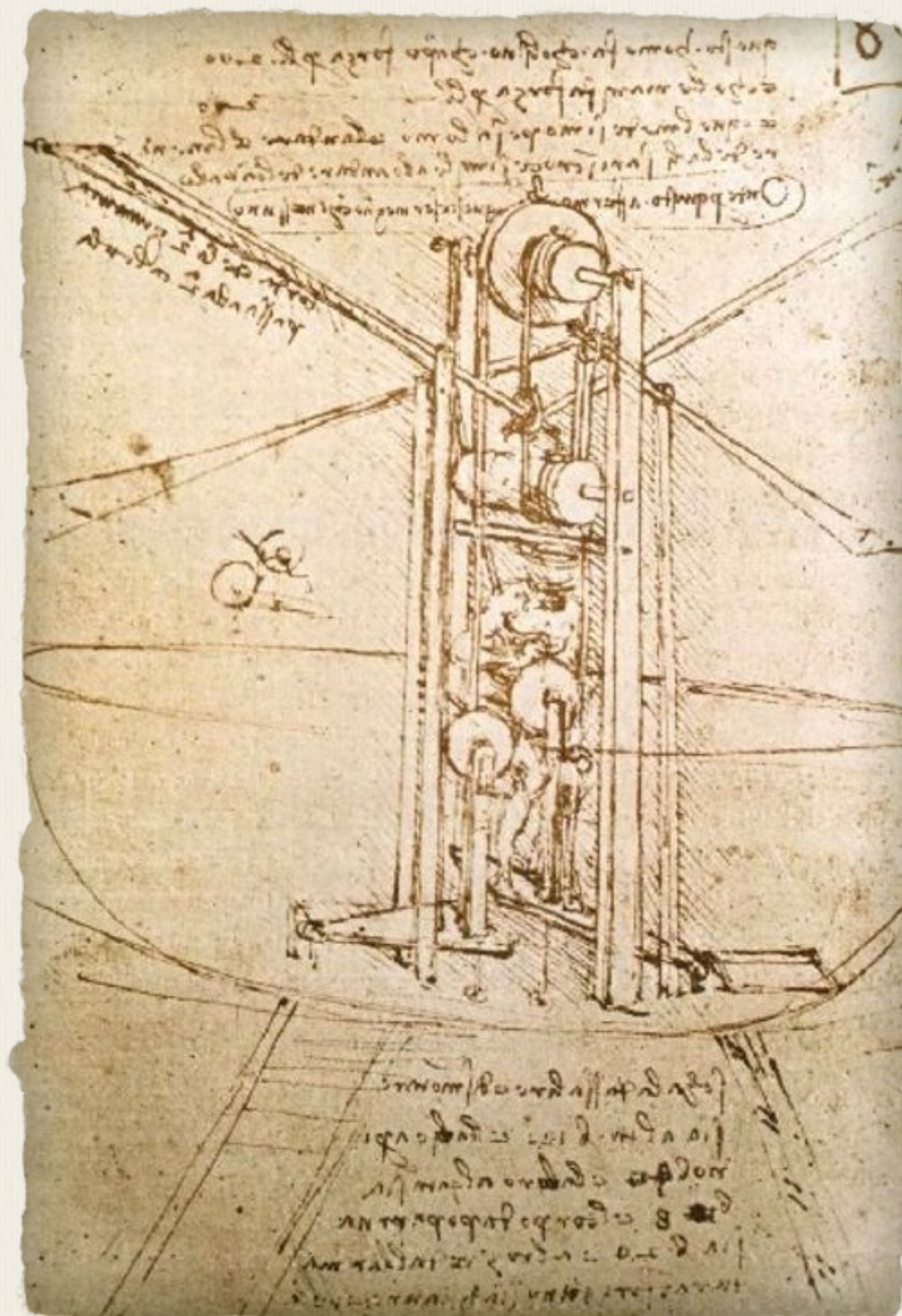
Range: Touch

Components: V, S, M (a ranged ammunition weapon)

Duration: Concentration, up to 1 minute

You imbue a ranged ammunition weapon that you are wielding with the power of elemental fire. The first ranged weapon attack that you make with the weapon each turn will enhance the ammunition fired so that it produces an effect identical to the spell *fireball* as if cast with a 3rd-level spell slot; the *fireball* effect is activated only if the weapon attack hit the creature. The ammunition in this case is always destroyed when the *fireball* effect activates, unless it is a legendary or artifact tier magic item.

ARTIFICER GADGETS



GADGET CRAFTING

The artificer is able to craft all sorts of tools to adapt for and overcome various tasks and challenges. The imagination and technical knowledge of an artificer can produce a virtually limitless number of configurations for Gadget parts.

Gadget parts do not necessarily have a specific size or shape since the magic of the glyphs inscribed upon them can re-shape and alter the materials that they are made of.

Some special Gadgets can only be crafted by casting magic spells in tandem with the Gadget Builder feature; those Gadgets have their details provided in Section 4: Magic Spells.

Unless otherwise stated in their description, Gadgets form within a space of your choice within 5 feet of you.

You can make adjustments to the Gadgets you craft by adding or subtracting Gadget points spent; the Gadgets listed in this section are just some of the many possible Gadgets that can be configured by the artificer. You can discuss with your DM about possible Gadgets that you'd like to add to your repertoire that are not listed here; some Gadget ideas may require a magic spell for implementation.

When the artificer spends Gadget points, one of the following Gadgets can be crafted.

ARMOR

Required Points: 5 or 8

You craft either a medium armor (except for hide) or a heavy armor that wraps around yourself or a willing creature within 5 feet of you. Medium armor costs 5 Gadget points and heavy armor costs 8 Gadget points. The armor is treated as magical armor for the purpose of interacting with effects.

AMMUNITION

Required Points: 1

You craft ammunition for a ranged weapon. The ammunition may be automatically loaded as it is crafted into a ranged weapon that you are currently wielding. You craft up to one piece of ammunition per ranged weapon that you are wielding. If the ammunition is used, then it is effectively destroyed and your Gadget points are refunded from your spare parts, not the Gadget. Damage dealt with this ammunition is treated as if dealt by a magic weapon for the purpose of overcoming damage resistance/immunity.

CHAIR

Required Points: 2

You craft a chair or stool that can accommodate a Medium or smaller creature.

CLOCK

Required Points: 1 or 2

You craft either a small portable clock (1 point) or a larger pendulum clock (2 points) that can stand up to 5 feet high.

FARSIGHT SCOPE

Required Points: 1

You craft an adjustable tube or pair of tubes through which you can see distant objects as if they were close. The lens within the tubes focus images to make them clearer within certain ranges. Disadvantage on Wisdom (Perception) checks made to discern details on objects or creatures because they are far away is negated; this benefit is granted for visual details up to 1 mile away from you.

FLIPPER FEET

Required Points: 1

You craft special shoes for swimming. These shoes give their wearer Advantage on Strength (Athletics) checks made to swim. Your speed on land is reduced by 10 feet while wearing them.

GAS FILTER

Required Points: 1

You craft a breathing filter that covers the mouth and nose. While wearing this filter, a creature can breathe normally in thin air or toxic gas atmospheres. This filter will provide immunity against poison gas attacks.

LADDER

Required Points: 5 to 12

You craft a ladder that can be used to climb up vertically without having to make a Strength (Athletics) check. The ladder extends upwards 2 feet per Gadget point spent to craft it. The ladder will need a surface to lean on.

Alternatively, you can halve the height of the ladder crafted (1 foot per Gadget point spent) to make it a folding ladder that can stand on its own.

LANTERN

Required Points: 1

You craft a device that provides illumination. You can activate or deactivate it as an action or a bonus action. When you craft the headpiece, it is not activated until you activate it. The headpiece provides bright illumination out to 30 feet, and dim illumination for another 30 feet.

MINI COPTER

Required Points: 2

You craft a tiny flying device with AC 15, 1 hit point, and a fly speed of 30 feet. The device can hover and lift off vertically. It can be adjusted to either store up to 3 lb. of cargo or grapple onto up to 5 lb. of cargo. You can take an action or bonus action to make the mini copter move up to 30 feet (Note: maximum distance away from you is still 100 feet). Until you dismiss the mini copter, you are treated as using Concentration.

SHIELD

Required Points: 3

You craft a shield, which may be automatically equipped to your arm or the arm of a creature within 5 feet of you.

SIMPLE TOOL

Required Points: 1 or more

You craft a single handheld tool without any complex moving parts; examples of such tools include hammers, picks, pitons, hooks, screwdrivers, wrenches, surgical knives, tongs, rakes, or

chains. You spend 1 Gadget point per 2 lb. of the tool that is crafted.

SKATE BOARD

Required Points: 1

You craft a small platform with wheels attached underneath. The platform can support one Medium or Small creature standing on it. You can ride on the skate board to increase your speed while moving. If you use all of your movement for your turn riding the skateboard, you gain +10 to your speed until the end of your next turn (the bonus becomes +15 when going down an incline).

You can not ride the skateboard over difficult terrain and if you attempt to go up an incline more than 10 feet, you will be forced to move backwards along the same path down the incline, losing 5 feet of movement..

WEAPON

Required Points: 1 or more

You craft a weapon, which may be immediately wielded by you or one creature within 5 feet of you. Damage dealt with this weapon is treated as if dealt by a magic weapon for the purpose of overcoming damage resistance/immunity. You spend 1 Gadget point per 2 lb. of the weapon that is crafted.

WHEELED CART

Required Points: 4 or 9

You craft a small or medium-sized cart with wheels and a handle. You can drag it along with you.

A small cart can carry up to 300 lb. of cargo. For every 100 lb. you load onto the cart, your speed while dragging it goes down by 5 feet (minimum 10 feet, not including speed reductions from other sources).

A medium cart can carry up to 1,000 lb. of cargo. For every 200 lb. you load onto the cart, your speed while dragging it goes down by 5 feet (minimum 10 feet, not including speed reductions from other sources).

EQUIPMENT



FIREARMS				
Name	Cost	Damage	Weight	Properties
Handgun (Flintlock Pistol)	100 gp	1d6 piercing	2 lb.	Ammunition (range 50/200), light, heavy loading
Long Gun (Musket)	180 gp	1d10 piercing	9 lb.	Ammunition (range 180/720), heavy, heavy loading, two-handed
Long Gun (Blunderbuss)	150 gp	2d6 piercing	5 lb.	Ammunition (range 10/80), heavy loading, scatter shot, two-handed
Handgun (Repeating Pistol)	300 gp	1d6 piercing	2 lb.	Ammunition (range 75/300), light, cartridge loading (6 ammo/cartridge)
Long Gun (Rifle)	550 gp	1d10 piercing	6 lb.	Ammunition (range 270/1,080), cartridge loading (7 ammo/cartridge), two-handed
Long Gun (Shotgun)	450 gp	2d6 piercing	8 lb.	Ammunition (range 15/120), cartridge loading (5 ammo/cartridge), scatter shot, two-handed
Handgun Bullet (x30)	15 sp	-	1 lb.	-
Long Gun Bullet (x30)	18 sp	-	1 1/2 lb.	-
Long Gun Shot (x10)	30 sp	-	1 lb.	-

FIREARMS

Firearms are ranged weapons that shoot pieces of metal out from cylindrical barrels. They use the explosive force of lit gunpowder to push their ammunition through the barrels and at their targets at incredible speeds.

Handguns require one-hand to wield, and can easily be concealed.

Long guns require two-hands to wield but have more power and range than handguns.

In terms of proficiency, firearms are treated as martial ranged weapons.

PROPERTIES

Firearms may have the following properties.

Cartridge Loading: The weapon requires taking a bonus action to reload its ammunition. The weapon stores multiple pieces of its ammunition in an internal cartridge, and when the ammunition runs out, the cartridge needs to be replaced; reloading the cartridge requires taking an action.

Heavy Loading: The weapon requires taking an action to reload its ammunition. You need to use both hands when loading ammunition.

Scatter Shot: The weapon grants its wielder Advantage on ranged weapon attacks made with it against targets within close range, but deals half damage beyond that range.

FIREARM SUBTYPES

Handgun (Flintlock Pistol): A basic form of handgun that needs to be loaded with a muzzle. This firearm shoots out a single piece of metal ammunition, known as a bullet.

Long Gun (Musket): A basic form of long gun that needs to be loaded with a muzzle. It is very long and unwieldy, but boasts a powerful range. This firearm shoots out a single piece of metal ammunition, known as a bullet.

Long Gun (Blunderbuss): A basic form of long gun that needs to be loaded with a muzzle. This firearm shoots a small spread of metal bits (also known as “shot”) at a single target, giving it a strong chance of hitting a nearby target in exchange for a larger drop in power over distance.

Handgun (Repeating Pistol): An improved form of handgun that carries multiple pieces of ammunition inside of it for quicker loading. This firearm shoots out a single piece of metal ammunition, known as a bullet.

Long Gun (Rifle): An improved form of long gun that carries multiple pieces of ammunition inside of it for quicker loading. This firearm shoots out a single piece of metal ammunition, known as a bullet.

Long Gun (Shotgun): An improved form of long gun that carries multiple pieces of ammunition inside of it for quicker loading. This firearm shoots a small spread of metal bits (also known as “shot”) at a single target, giving it a strong chance of hitting a nearby target in exchange for a larger drop in power over distance.

GEAR AND SERVICES			
Name	Cost	Weight	Summary
Potions (Non-Magical)			
Potion of Clear Water	2 sp	1/2 lb.	Filtered or purified water
Potion of Digestion	5 sp	1/2 lb.	Helps digest food and fight food poisoning
Potion of Disease Treatment	18 sp	1/2 lb.	Medicine for illness
Potion of Hair Growth	12 sp	1/2 lb.	Grows hair
Potion of Hydration	6 sp	1/2 lb.	Treatment for thirst and cooling the body
Potion of Mental Ease	8 sp	1/2 lb.	Treats headaches and helps resist drunkenness
Potion of Serum Antidote	3 sp or more	1/2 lb.	Antidote for poison
Potion of Stamina	10 sp	1/2 lb.	Bolsters endurance
Potion of Warmth	5 sp	1/2 lb.	Keeps the body warm
Potions (Magical)			
Potion of Cleanliness	6 gp	1/2 lb.	Helps clean the skin
Potion of Coloration	10 gp	1/2 lb.	Changes the body's colors
Potion of the Diva	20 gp	1/2 lb.	Transforms voice into singer or different voice
Potion of Elemental Essence	100 gp	1/2 lb.	Heals 1d6 hit points, gives resistance for 1 minute
Potion of Glow Skin	10 gp	1/2 lb.	Makes the body glow in the dark
Potion of Gourmet	18 gp	1/2 lb.	Helps analyze food ingredients
Potion of the Lingering Heart	30 gp	1/2 lb.	Restores memory of loved one
Potion of Rampant Hair Growth	15 gp	1/2 lb.	Grows a lot of hair
Runic Inscriptions			
Glyph of Communication	5 gp	-	Enables 2-way communication across long distances
Glyph of Lie Detection	8 gp	-	Detects lies
Glyph of Magic Detection	7 gp	-	Detects magic
Glyph of Poison Detection	5 gp	-	Detects poison
Glyph of Race Detection	7 gp	-	Detects creature type or subtype
Runic Weapon	100 gp	varies	Enables weapon to be used as arcane focus
Scroll of Spell Shaping	varies	1 lb.	Converts spell energy into spell
Storage Scroll	80 gp	1 lb.	Stores objects

POTIONS (NON-MAGICAL)

Magical healing is not necessarily common everywhere in a world of fantasy. In the absence of a spellcaster that can perform supernatural miracles, there are those who devote themselves to the study of natural remedies for various types of illness and ailment. The accumulated knowledge of mundane materials that can be used for medicinal purposes has produced a variety of non-magical potions.

Anyone trained in Nature and possessing proficiency with an herbalism kit can craft a non-magical potion, given the right ingredients to work with. Wisdom (Survival) checks can be made to gather missing ingredients in the wilderness.

Potion of Clear Water*: A small flask containing non-magical purified water, typically the result of boiling, distillation or water-based magic. To drink or administer a potion takes one action.

This potion does not require an herbalism kit to be made.

*This is the most common type of potion used for artificer infusions.

Potion of Digestion: A small flask containing a non-magical brew of medicinal ingredients that aid in digestive health. Useful for killing intestinal parasites. You gain Advantage on Constitution saving throws made against indigestion or food poisoning during the next 24 hours. To drink or administer a potion takes one action.

Potion of Disease Treatment: A small flask containing a non-magical brew of medicinal ingredients that aid in fighting the symptoms of disease. Choose a nonmagical disease when purchasing or crafting this potion. You gain Advantage on your Constitution saving throws made against the chosen disease for 24 hours after quaffing this potion. To drink or administer a potion takes one action.

Potion of Hair Growth: A small flask containing a non-magical brew of nutritious ingredients that aid in hair growth. Your hair grows an extra half inch each day that you quaff this potion. Drinking more than one flask per day will not make your hair grow any faster. This potion may not work on some races. To drink or administer a potion takes one action.

Potion of Hydration: A small flask containing a non-magical cocktail of purified water, juices, and herbs that will help a body recover from heatstroke or dehydration twice as fast as drinking just water by itself. To drink or administer a potion takes one action.

Potion of Mental Ease: A small flask containing a non-magical brew of medicinal ingredients that improving blood flow and relieving pain. You are cured of conditions resulting from a headache or drunkenness within 1 hour after quaffing this potion. In addition, you gain Advantage on Constitution saving throws made to prevent becoming drunk on alcohol for 24 hours after quaffing this potion. To drink or administer a potion takes one action.

Potion of Serum Antidote: A small flask containing a non-magical brew of medicinal ingredients that counter the effects of a single type of poison. You gain immunity to a specific type of poison for 24 hours after quaffing this potion. To drink or administer a potion takes one action.

Potion of Stamina: A small flask containing a non-magical brew of energy-boosting ingredients that aid in physically arduous activities. You remove conditions related to exhaustion and fatigue within 1 hour after quaffing this potion. To drink or administer a potion takes one action.

Potion of Warmth: A small flask containing a non-magical brew of herbal and alcoholic ingredients that aid in stimulating body heat. Useful for treatment of frostbite. You gain Advantage on Constitution checks made to endure cold weather during the next 24 hours. To drink or administer a potion takes one action.



POTIONS (MAGICAL)

Although there are many rare and valuable potions that bestow grand boons and abilities upon their users, there are far more common potions that are meant for everyday use or as basic assignments for students of magic.

Anyone trained in Nature, possessing proficiency with an herbalism kit, and is able to cast magic spells can craft a common magical potion, given the right ingredients and spells.

Potion of Cleanliness: A small flask containing a magical brew of body-altering ingredients that enhance your sweat and natural oils. After quaffing this potion, all dirt and grime on the surface of your body washes off immediately with a quick rinse of water; this effect lasts for 24 hours. This potion will not work on races without sweat glands. To drink or administer a potion takes one action.

Potion of Coloration: A small flask containing a magical brew of body-altering ingredients that affect body coloration. Your hair, eye, and/or skin color changes to a specific color (chosen when crafting or purchasing this potion) for 24 hours after quaffing this potion. This potion may not work on some races. To drink or administer a potion takes one action.

Potion of the Diva: A small flask containing a magical brew of body-altering ingredients that affect your voice. You are able to sing as if you are proficient in singing for 24 hours after quaffing this potion. This potion may not work on some races. To drink or administer a potion takes one action. Alternatively, you can craft or purchase a version of this potion that causes your voice to mimic a different kind of voice for the potion's duration (ex. changing a low pitch voice to a high pitch voice, a mellow voice to a gravelly voice, etc.).

Potion of Elemental Essence: A small flask containing a magical brew of bolstering ingredients charged with elemental energy. Choose one of the following damage types when crafting or purchasing this potion: acid, cold, fire, force, lightning, necrotic, radiant, or thunder. If you drink or are administered this potion, you regain 1d4 hit points and gain resistance to the chosen damage type for one minute. If this potion is used for an artificer infusion that deals damage of the same type as the resistance conferred by the potion, 1d4 additional points of the same type of damage are dealt. To drink or administer a potion takes one action.

Potion of Gourmet: A small flask containing a magical brew of herbs and spices that enhance one's sense of flavor. You are able to identify the type and concentration of all ingredients (but not the cooking methods) in any cooked dish

that you eat for 24 hours after quaffing this potion. This potion may not work on some races. To drink or administer a potion takes one action.

Potion of Glow Skin: A small flask containing a magical brew of body-altering ingredients that make you glow in the dark. After quaffing this potion, your skin or hide produces bright light for 10 feet, and dim light for another 10 feet when you are in a dark environment; this effect lasts for 24 hours. This potion may not work on some races. To drink or administer a potion takes one action.

Potion of the Lingering Heart: A small flask containing a magical brew of mind-affecting ingredients that stimulate the memory. Over the next 24 hours after quaffing this potion, you can recall with perfect clarity a single taste, smell, sound, sight, or sensation from a meaningful memory that you share with a past lover, even if the memory is all but lost. To drink or administer a potion takes one action.

Potion of Rampant Hair Growth: A small flask containing a magical brew of nutritious ingredients that stimulate hair growth. For 1 hour after quaffing this potion, the hair on your head grows longer by 1 inch per minute. This potion may not work on some races. To drink or administer a potion takes one action.

RUNIC INSCRIPTIONS

Spellcasters like artificers and wizards may be commissioned to apply their knowledge of runes and glyphs for various types of applications.

Anyone trained in Arcana and is able to cast magic spells can craft a runic inscription such as the following.

Runic inscriptions placed on creatures are usually temporary, lasting no longer than 24 hours.

Glyph of Communication: This magical glyph is inscribed on a hand (on either the palm side or forehead side). The glyph's magic can be activated or deactivated with a bonus action, allowing the user to communicate with one or more other users of the same type of glyph within 1,000 feet. Glyphs of communication must be crafted to send signals on the same "channel" in order to carry messages across to each other.

A stationary version of this glyph can be inscribed onto the surface of an object or structure, allowing any creature to touch it for activation (or deactivation).

Glyph of Lie Detection: This magical glyph is inscribed on a hand (on either the palm side or forehand side). If a creature lies while the hand is in contact with it, the glyph will glow or change color for a minute.

A stationary version of this glyph can be inscribed onto the surface of an object or structure, detecting lies from any source within 10 feet of it.

Glyph of Magic Detection: This magical glyph is inscribed on a hand (on either the palm side or forehand side). When that hand touches an object or creature affected by magic, or enters within radius of a magical aura, the glyph will glow or change color for a minute.

A stationary version of this glyph can be inscribed onto the surface of an object or structure, detecting magic from any source within 10 feet of it.

Glyph of Poison Detection: This magical glyph is inscribed on a hand (on either the palm side or forehand side). When that hand touches an object or creature containing poison, the glyph will glow or change color for a minute.

A stationary version of this glyph can be inscribed onto the surface of an object or structure, detecting poison from any source within 10 feet of it.

Glyph of Race Detection: This magical glyph is inscribed on a hand (on either the palm side or forehand side). Choose a type or subtype of creature when this glyph is crafted. When that hand touches a creature of the chosen race or subrace, the glyph will glow or change color for a minute.

A stationary version of this glyph can be inscribed onto the surface of an object or structure, detecting types or subtypes of creatures from any source within 10 feet of it.

Runic Weapon (Arcane Focus): By specially applying magical runes and glyphs onto weapons, they can be made to work as arcane focuses. To reinforce the magic of the runes so that they work properly, the wielder must attune to the weapon as if it were a magic item that requires attunement. Anyone possessing proficiency with smith's tools and the ability to cast magic spells can inscribe runes onto a weapon during a short or long rest.

Scroll of Spell Shaping: A magic spell can be inscribed onto a scroll, and made ready to activate at the cost of personal power. Unlike Spell Scrolls, these scrolls do not actually contain the spells themselves but rather act as a filter to give shape to magical energy released from the user. In addition, the spells inscribed on the scrolls can not be copied since the glyphs used are specially altered to act as a filter rather than contain the spell itself.

Activating a scroll of spell shaping takes an action. To activate a runic spell scroll, you must spend a spell slot equal to or higher than the spell level of the spell being cast from the scroll. If using a higher level spell slot, that has the normal boosting effect if any on the spell being cast from the scroll.

The spell cast from the scroll does not need any of its components provided.

The scroll's spell attack bonus and saving throw DC uses your best personal spell attack bonus and saving throw DC.

Once the spell is cast, the scroll crumbles to dust.

When crafting a scroll of spell shaping, you must pay the cost of material components and prepare the scroll with the same amount of time as the casting time plus one hour. Additional components costing half the scroll's cost must also be provided in the preparation. You can only craft a scroll of spell shaping with a spell that you know and can cast.

To identify the spell on the scroll, an Intelligence (Arcana) check must be made; the DC is equal to 10 + the level of the spell, unless it is one of your known spells, in which case the identification does not need a check.

Spell Level	Rarity
1st	Common
2nd	Uncommon
3rd	Uncommon
4th	Rare
5th	Rare
6th	Very Rare
7th	Very Rare
8th	Very Rare
9th	Legendary

Storage Scroll: A set of magical runes and glyphs can be inscribed onto a scroll to give it the ability to store an object inside a magical space that can only be accessed through the scroll. This scroll can be activated with a bonus action or action; The activation either stores or removes a single nonliving object of 100 lb. or less. The object must be touching the scroll to be stored, and when an object is removed from the scroll, it appears within 5 feet of the user. If the scroll is damaged or destroyed, the object stored within is immediately released within 5 feet of the scroll in a random space.

AFTERWORD

I was originally going to reference artificers in my Realmspace Traveler's Guide (also available on Dungeon Masters Guild) with ones that fit the test sample from WotC's Unearthed Arcana article. (http://media.wizards.com/2015/downloads/dnd/UA_Eberron_v1.pdf)

I felt like the artificer concept could go much further though. The artificer could be so much more than a wizard who makes a bunch of magic items on demand. I wanted to explore the possibilities further, so I started designing a character class with hope that I could give it a more distinct identity.

The artificer design in this book has been heavily influenced by anime, manga, and comic books. I went a little further than just the class design itself, and designed feats, magic spells, and new items that could enrich the gameplay of an artificer character. My influences on the design include Iron Man, Big Hero 6, Steam Boy, Fullmetal Alchemist, Kurohime, Naruto, and Inspector Gadget. Some of the work I've done here will probably be easily recognized as an homage to the afore-mentioned properties.

I hope that the players trying out this class design (if any) enjoy how it plays, and offer feedback, or even recounts of their gameplay experiences on the product page. I also started up a designer's blog on Facebook so that people can follow my work, and communicate with me. I've got more designs incoming, and some of them may dazzle even the toughest critics.

https://www.facebook.com/Johnnys-Tabletop-RPG-Design-Blog-1697026710539149/?ref=aymt_homepage_panel

UPDATE LOG

UPDATE NOTES v1.1

Fixed a few typos in the text.

Section 4 - Magic Spells:

Fixed the order of a couple of magic spells on the Artificer Spell List (Floor Collector and Greenflame Blade).

Re-Formatted listing of Artificer Spells

Added Spell Summaries

Revised the damage and effect of Lingering Shock (1st).

Added the following new spells: Extended Arm (Cantrip, Tr), Doubleback Surge (1st, Ev), Arcane Transference (2nd, Ev), Frost Gaol (3rd, Ev)

Improved marking of rituals